





The adventures of Kung Fu Boy Chinmi

Takeshi Maekawa

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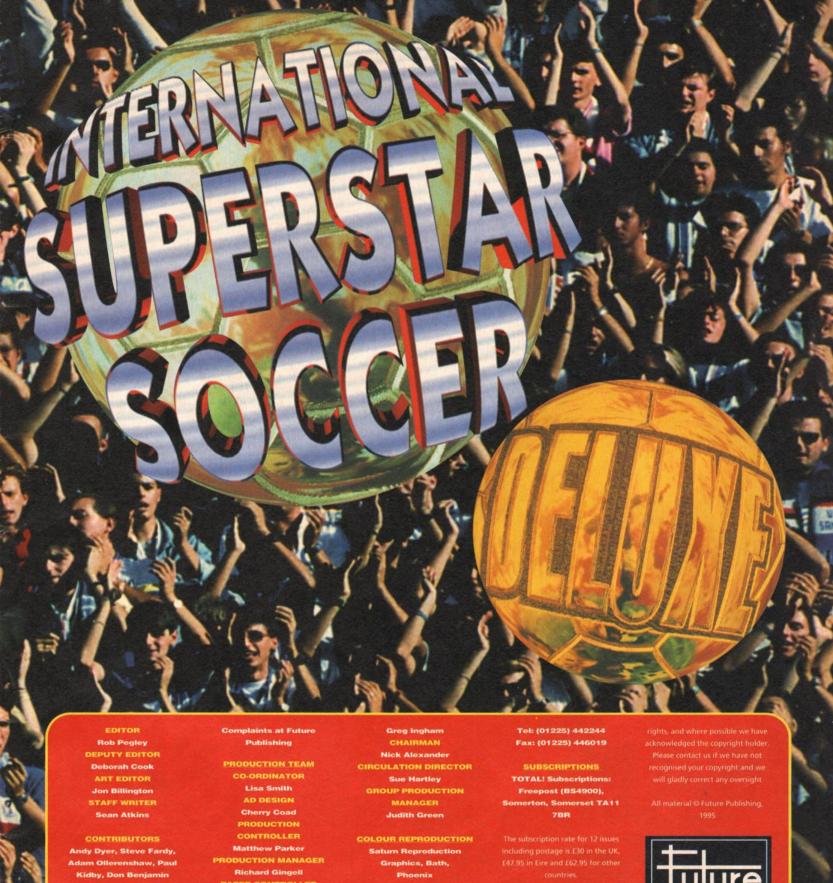




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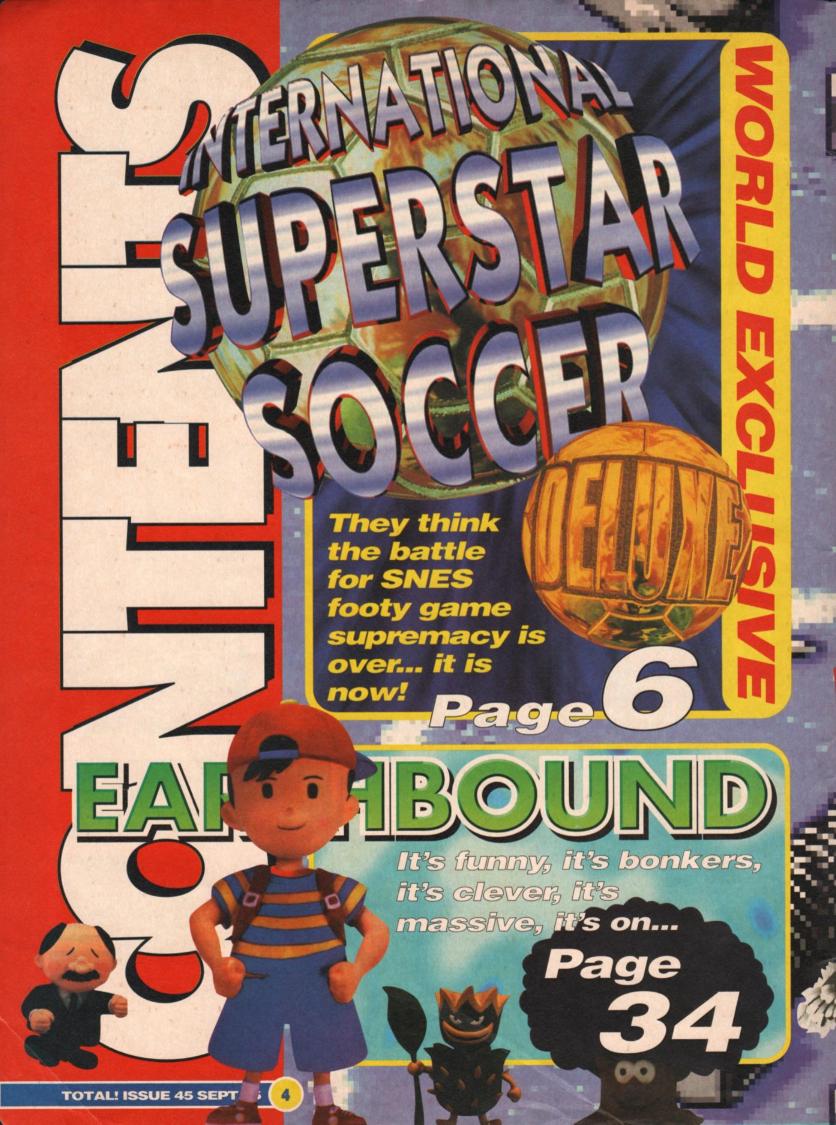
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pages 39-46

Player's

TOTAL! ISSUE 45 SEPT 95

WORLD EXCLUSIVE TOTAL! NINTENDO

THERMATIC COLPE

The movement of the players is superb now. Tackling, goal-keeping, dribbling, you name it. All topnotch stuff.

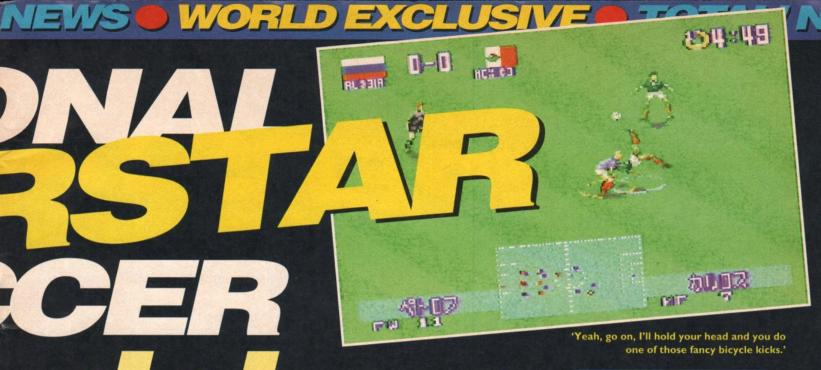
They thought the fight for SNES footy supremacy was all over... it is now. The most realistic SNES football game ever released is about to get even better. Rob explains why.

SWITTER

had one major gripe when I joined TOTAL! It wasn't Sean's offensive haircut, or Debs singing and dancing on the tables, or even that Johnny looked like a little troll, it was simply that I was joining a mag that gave International Superstar Soccer only 88%. How could I work with such SNES footy heathers? Looking back, even Andy will admit that perhaps he was a bit mad in the head on that one (he's not called Thicky Dyer for nothing you know), and certainly none of you seemed to take any notice of him anyway as International Superstar Soccer topped the charts for four months from the moment it was released. My love of Sensible is well documented, but when I take my games head off and become a footy fan, there is nothing to touch the excitement of International Superstar Soccer. Suffice to say I was pretty



Just like in real world competitions all the teams are grouped together with others in their continent. All the Western European countries, for instance, are grouped as above. Smart, eh?



deluxe



You can now do new sliding tackles which let you hook your foot round the ball. So out on the touchline you can keep the ball in play when winning it off opponents.

excited when Konami brought ISS2 to the TOTAL! office.

The most up to date version of the sequel which was revealed exclusively to TOTAL! this month, is still in the early stages of development and we have been sworn to secrecy by Konami over many of the new features, for fear that competitors will nick them before the November release date. The list of improvements we were shown, however, is still longer than Atko's hair-care products shopping list. Loads of subtle extras and options to keep fans of the game happy, but also some quite fundamental changes, which instantly increase the game's potential and will surely win over any remaining doubters.

It's faster than the original for starters, there is more animation, there are more techniques to master and perhaps most importantly of all there is now the ability to play with four players instead of two.

Twice the fun, twice the value.

For players already experts at the game the difficulty levels have been increased from three to five, and believe me level five is already looking pretty bloody tough at this stage.

In the original, there were also more grumbles about the pitches than even Mike Atherton could muster on a bad day. Rather than the three pitches which simply changed in terms of their design in the original, there are now seven (that's SEVEN) pitches and they all have an actual effect on the pace of the game. There is even the ability to

Real To Realer

The Japanese have finally picked up more on the subtler side of the game.

You can now edit players numbers and names to create real teams. There is more scope to adjust team formations as well, including individually tailoring each players skills within the team unit. For instance, if you want a better strike force you have to have worse defenders to compensate. Also players suffer when played out of their natural positions.

More team strategies have been added and you can store four strategies at once and activate them with the flow of the match.

Finally, they have also made the penalty option even more real. There is now the ability to blast one over the bar, so even if that doesn't keep you lot happy, Chris Waddle should be pleased!



RLD EXCLUSIVE TOTAL!

SUSSIGNATIONAL SUSSIENCE SUSSIE



The Dutch organise a protest after one of their fellow players is booked. Or is it a wall?

Goalkeepers can now kneel down to collect the ball rather than do flash dives every time.

tamper with pitch sizes. Likewise there are different stadiums around the world which again have their own subtle outcome on how the game is played.

If you're still not satisfied, check out some of the boxes on these pages which go into greater detail, but before you do, note that there are now 10 more teams (making 36 International teams in all) and hundreds of

samples that were never

heard first time around.

Given more time, this is probably the game Konami should have come up with in the first place. They knew they had a winner though and in their hurry to release the title for Christmas many of the extras they were capable of had to be

Surrounded by players the Mexican still manages to get a shot in.

But What Are My Option



Okay, I've told you about the basics, I've mentioned skill and animation, and you know all the great new features, now I'll take you through the extra gameplay options. Hopefully you'll finally be satisfied.



Fouls, offsides and the 'Victory Goal' option can be all switched on and off. (The 'Victory Goal' option being a situation in which the first person to score wins, if the match is level at full-time).

Various game modes exist as well and



in addition to the regular Exhibition Match, you can play both Mini Leagues and Mini Tournaments which have six and eight teams respectively and are completely editable.

There are also three International Cup



I can't take much more of this goal-mouth excitement. I'm used to boring footy sims.

Right: This scoreboard is used for loads of other things as well as the coin-toss.



A picture tells a thousand words, although this one perhaps only tells of one word. Can you guess what that word is?

dropped. It didn't do them too much harm bearing in mind the success of the original. Having gone back to the drawing board, however, they have taken their time and come up with a footy game capable of taking on anyone. If the original wasn't the best footy game ever, then this could well be.

etting A Bit nimated

There are some stunning new pieces of animation and skill that will please any football fans out there, not to mention die-hard gamers. For the rougher elements there is a push tackle which really isn't what you'd call a 'fair barge'. It quite literally involves you going up to someone and pushing them off the ball.

For the more cultured defenders among you there are some additional fair challenges, the pick of the bunch being a sliding tackle which enables you to hook your foot round the ball. Therefore, if you're on the touchline you can win the ball off somebody without it going out of play. The fact that the player you tackle goes out of play matters not one little bit. There is now the ability to skip over tackles whilst dribbling.

Overhead kicks haven't changed radically, but can now be seen from loads more angles including in and out of the screen. There are more options for headers though, plenty of wacky celebrations have been added and there is an incredible dribbling move which allows you to shimmy your leg over the ball

Chris Waddle style.

Finally the goalies are much improved and rather than simply having the normal one-catch-from-anyposition syndrome, you have keepers that can parry, catch or fall on the ball. Surely you're excited by now?





variations and superb new Scenario Modes - 12 in all. The way Scenario Mode works is that you are given a situation somewhere within a match already being played and immediately have to adapt to playing conditions (eg Italy v Brazil 2-0



down with one minute to go, need to snatch a draw). The Training Mode also still exists, but has been updated from the original.

Moving from left to right in this boxout we have screens which give you



the following options: Player Options, Team Selection, Ground Selection, Player Selection, Team Formation and Team Strategy. The Strategy above being to use four blue tennis balls and a big orange arrow instead of players.

TOTAL! NINTENDO NEWS TOTAL! NINT

NINTENDO NEWS

MARION

es it's official, Yoshi's Island is to become the sequel to the highest scoring game in the history of TOTAL!, Super Mario World. Our man in American got a sneak peak of Yoshi's Island recently and reported back with the following facts...

The plot goes a little like this: The tale begins when Mario was born. A stork must deliver twin babies to the Mushroom Kingdom before dawn but before he arrives a thief by the name of Kamek steals one of the babies. Learning that there were twins Kamek returns to find the stork but the other baby is gone. Meanwhile, the other baby (Mario) fell from the sky and landed on Yoshi's back as he was strolling around Yoshi's Island. The island is full of Yoshis and they decide to take turns carrying the baby while he finds his home. Meanwhile Kamek has laid traps all over the island. Will the Yoshis deliver the baby and can they reunite the twins? Blimey, it's all happening.

This is going to be a mammoth selling cart. Every aspect seems perfect even at this early stage. The FX2 chip does things you wouldn't believe including: top texture mapping; vertical, horizontal and diagonal scrolling; and some awesome 3D effects. Other features

include: over 100

levels, the best Mario

> soundtrack

Aaah, baby Mario is SO cute. Send us the finished game now. We'll look after him.

yet and groovy hand drawn backdrops.

We'll have a preview of Yoshi's Island next month. Don't you dare miss it!

Yes, it all looks familiar but if it ain't broke why fix it? Unless you're bored or something.



You really have to see these backgrounds in action to appreciate just how bonkers they are.

These are apparently the biggest levels in the history of platformers.



ENDO NEWS TOTAL! NINTENDO NEWS

It may still be summer and Super International Cricket is sunning itself smugly at the top of the charts, but that little bunny won't know what's hit it soon. As if our exclusive previews and features weren't enough take a look at what's coming soon.

Here, as they say, is the news. Not bad!

cean are nearing completion on a beat-'em-up, Lobo. Based on the comic book of the same name. Lobo casts you as King Bastich in a brutal free-for-all against such gruesome foes as Kris Krusher Kringle, Robert D'Nitro and Vril Dox.

Ocean have been fooling around with

Silicon Graphics technology to achieve realtime rendered character movement and sweeping camera angles, and the game will be released in November on the SNES.

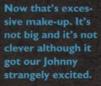


The Future for a fiver

re you a bit confused about all the Next Gen consoles coming out in the year ahead? Do you want to know how the Ultra 64 is going to stand up to the likes of Sony's PlayStation and Sega's Saturn? Are you gagging to know what the future holds for the trusty SNES? Well, we may just have the answer...

Our sister magazine Edge have just produced a one-off special issue dedicated to all the games machines available in the next year. It's packed with features, eminently collectable and it's available in September. Look out for The Edge Special Guide To Hardware 1996 before you part with any cash for a new console.

You'll thank us.





n Europe, Japan and America we're all eagerly awaiting the launch of the Virtual Boy

and Ultra 64 but in China excitement is

reaching fever pitch over the long awaited launch of the SNES. After the phenomenal response to the release of the Game Boy last year Nintendo are hoping to corner this potentially huge market with a rock-bottom SNES price tag and all the latest software releases. Let's just hope Nintendo don't lumber China with their surplus stock of dodgy games that didn't sell first time around.

S.P.E.C.U.L.A.T.I.O.N

Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties

News is just breaking on the long awaited Dragon Quest VI for the SNES. Apparently, It's actually finished. Hoorah! But we won't get it until next April at the earliest. Booo! Why the delay? Well, the way we heard it, the game may be complete but the storyline is still being written. The Japanese like a decent plot you see.



It's about time we had another decent sim game on the SNES. We're bored of Populous 2 and Sim City 2000 won't be out for ages.

t's been a long time coming but that epic sim game Civilization is finally about to make its début on the SNES. For those of

mon and

you in dark. here's the deal... Think

of it as **Populous** with a

plot and you won't go far wrong. As the leader of a civilisation, you must guide people in all aspects of their lives, from building cities to directing scientific projects. The game encompasses all of known human history and beyond to the future of mankind ahead of the stars. Your aim is basically to send primitive man to the stars.

Sounds good and indeed is good. We'll have a preview of Civilization in the next couple of issues. If not we may even have a review. We do spoil you lot, don't we?

NINTENDO NEWS

SECRET OFNA

he original Secret Of Mana was pretty darned special and arguably the best role player on the SNES. It comes as no surprise then that those in the know are hailing Secret Of Mana 2 as the definitive SNES role player, i.e. this is so special that it can't be bettered. Blimey!

We haven't managed to get hold of a preview cart yet but here's what we know for sure: Graphically the sequel is very similar to

the original although the use of light, or rather lack of it is far more prominent. The cart has ballooned to 32megs making the game bigger and allowing loads more



Remember this bloke? Well he's back for a bit more of the old RPG, although he seems more up for some GBH by the look of it. Easy Tiger!

Mode 7 sequences. Wahoo!

Sorry this is all a bit sketchy but we'll make up for it with a decent work-in-progress feature next month. Is that alright with you?

Super International Cricket regains the top spot but can it keep out Jungle Strike and Fever Pitch next month?

- **Super International Cricket**
 - Super Bomberman 2
- **Super Return Of The Jedi**
- 4 **Jungle Strike**

2

- **Mortal Kombat**
- 6 **Fever Pitch Soccer**
- Int. Superstar Soccer 7
- 8 **WWF Raw**
- **Donkey Kong Country** 9
- 10 Starwing
- 11 Cybernator
- Super Street Fighter II 12
- 13 **Rise Of The Robots**
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- **Super Tennis** 15
- 16 Unirally
- **Illusion Of Time** 17
- Zelda III 18
- **FIFA Soccer** 19
- 20 RE Earthworm Jim

SEPARATED AT BIRTH

orms is the new strategy puzzler

reckon the whole experience is even more

tive. Hmm. From the shots we've seen

so far there could be an argument

to say that Worms is merely a

All we know at this stage

Lemmings rip-off. We'll see.

is that Worms is a very

intense as well as being, ahem, truly innova-

from Ocean. They've described it as

a natural successor to Lemmings and

The Mask from out of, well The Mask, and Thicky Dyer from out of that mental hospital he's staying in these days.



speedy puzzler and boasts loads of weapon power-ups (bazookas, cluster bombs and homing missiles), and four of the most brutal worm battalions ever to infest a game. Well, that wouldn't exactly be hard would it?

Worms will released on the SNES, Game Boy and Virtual Boy before Christmas.

> We'll keep you well up to date on its progress



Nobody likes me, everybody hates me,

- **Zelda Links Awakening**
- 2 **Game Boy Gallery**
- Kirby's Dreamland
- 4 **FIFA Soccer**
- 5 **Micro Machines**
- 6 **Space Invaders**
- **Tetris**
- 8 Tetris 2
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- **Wario Blast** 10



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ENDO NEWS TOTAL NINTENDO NEWS

HI TECH, HUGE FUN!

For the motor-minded of you out there the Challenger is a custom built Renault Magnum AE Truck, but it's the trailer on the back that's the impressive part. There are 48 monitors housed in the thing with a massive 8x5 metre stage which is more than enough to accommodate 50 visitors and the professional

DJs who entertain as well as dishing out the excitement using big amplifiers, pumping music, laser displays and the occasional waft from the smoke machines. It's an experience!

Where is it? Lemme at it!!! Those venue dates in full...

11-13 AUGUST – The Bristol International Balloon Fiesta, Bristol. (It's good there, I've been. Loads of big balloon launches and everything.)

15-16 AUGUST – Anglesey Show, The Show Ground, Gwalchmai, Nr Holyhead, Anglesey. (Haven't been to the show, but

> I've been to Anglesey. It's a bit vile to be honest. The challenger will be the most exciting thing that's ever happened to the place, I reckon.) 19-20 AUGUST -**Bolton Show**, **Bolton** (Never been there. No plans to either.) 26-28 AUGUST -Stoneleigh **Town And Country Festival,**

National Agricultural Centre, Stoneleigh Park, Warwickshire. (Sounds like a bit of a horsey people's show. Probably good if you need some new jodhpurs or even chaps.)

2-3 SEPTEMBER – Sheffield Show, Sheffield. (I've been there too. It's quite good. Hmm, yes.)

19-24 SEPTEMBER – Live '95, Earl's Court, Warwick Road, London (Ah, now this is the big one. It'll be a fab show and what's more, there'll be a big presence from Future Publishing there and as you know that's the company that makes the wonderful mag you are now reading. We'll see you there.)

26-29 OCTOBER – BBC Big Bash, NEC Birmingham. (This was brilliant last year. TOTAL! will probably go to this one as well so I suggest we all meet up and give that Metro a right good thrashing and nick The Challenger.)



prizes and the kids get to take on me and Metro and really just get to come on and play a load of videogames. We're here to entertain, that's our function.'

We also tried to talk to the heaving great hairy driver of The Challenger,

but his mouth was so full of bacon sarnie the only two things we could make any sense of were 'Got any ketchup mate' and 'The kids love it. There can be hundreds of 'em flocking around.

BUUUURP!' And sure

Left: Erm, I think you might be missing the point mate. Put your Game Boy down! Above: Arty shot of the Challenger reflected in

enough, no sooner had this been said than a lone Romanian athlete

taking part in the Youth Olympics wandered up with a wide-eyed look of wonderment and exclaimed 'Beeg Truck, heh, heh, Beeg Truck!' Okay, so today was quieter than usual what with everyone's sporting commitments and so forth but we've seen The Challenger at other venues and believe us, it can get pretty frantic. Anyway, if you fancy a piece of the

action (and who wouldn't?) take a look at the venue dates on the boxout over the way there and see if you can catch up with The Challenger at one of those.



TOTAL! NINTENDO NEWS TOTAL! NINT

NINTENDO NEWS NEXT GENERATION U.P.D.ATE

Contrary to claims made by other magazines TOTAL! are always first with NU64 and Virtual Boy exclusives. Nobody knows more than us about these super consoles and as a result literally thousands of

people know as much as you. We pity the competition.

S.P.E.C.U.L.A.T.I.O.N

Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties

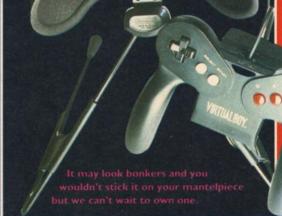
We've been hearing some very special rumours about the NU64 version of Doom, Ultra Doom. As we revealed a couple of months ago, all the monsters will be rendered on Silicon Graphics work stations and there will

be no pixelation even up close but I bet you didn't know about the Ultra 64 virtual reality helmet being developed particularly

with *Ultra Doom* in mind. The way our source tells it, this add-on is a prototype at the moment but so far it's working very well allowing to look up and down as well as all around. If the minor bugs can be sorted out this

add-on will be available simultaneously with the games release. Phwoar!





CONFIRMED

NU64

GAMES LIST

Just how big does this list have to become before any finished screen-shots are revealed? Come on Dream Team, get on with it! The titles in red are the most recent additions.

Ace Driver
Akira
Alien Trilogy
Cruis'n USA
Dark Forces
Ultimate Doom
Final Fantasy 7

Frank Thomas Big Hurt Baseball

Ken Griffey Jr Baseball Killer Instinct II Mario 5 Metroid 4

Mission Impossible Monster Dunk Mortal Kombat III

Pilotwings 2
Rebel Assault 2
Red Baron

Robotech
Top Gun: A New
Adventure
Turok: Dinosaur
Hunter
Ultra StarFox

Ultra StarFox Waterworld

VIRTUAL AUTUMN

Well it will be for us anyway. The countdown is under way for VB day in just a few weeks, at least in America it is, and we're positively tipsy with excitement. In the next couple of months we'll be reviewing every single

game available. Can you stand the wait? Well you don't really have a choice do you?

More murky dark red shots of objects you can't quite see properly. Believe us, they look great through a Virtual Boy.



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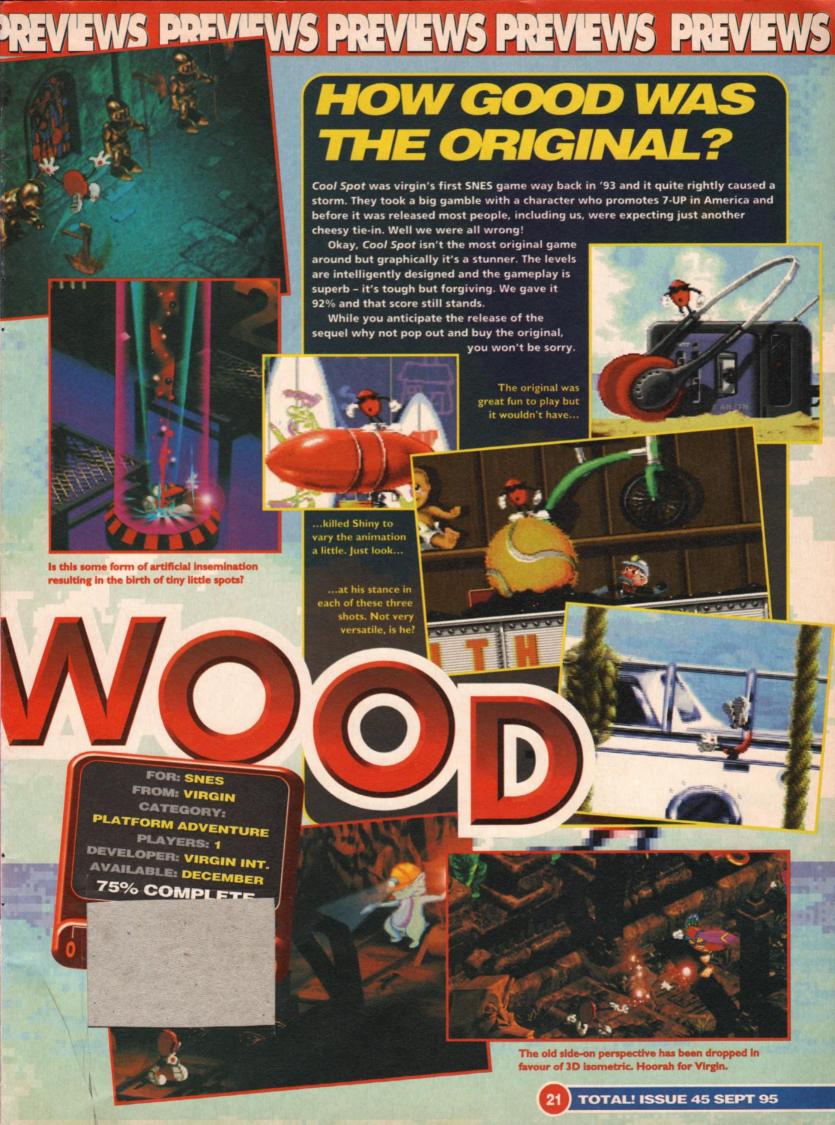
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REVIEWS PREVIEWS PREV

e reckon the planets must be aligned in some bizarre and influential way because Batman Forever (the game) marks the second instance of a film licence actually being quite good. A couple of months back it was Judge Dredd, a platformer that was a little formulaic maybe but played like a dream. Now it's Batman Forever which is essentially a cut down Mortal Kombat in a scrolling beat-'em-

up scenario.
Now, scrolling beat-'em-ups have
always been a bit crap. Final Fight was all right
but it wasn't exactly varied. But Batman
Forever seems to pull off the magnificent feat
of including a decent and moderately sophisticated combat system while still cramming in a
simple exploring game.

You can play either Batman or Robin and get a load of this for the moves they have between 'em: walk, jump, crouch, somersault, roll, cape glide, grappling hook, low punch, high punch, low kick, high kick, block, back attack, sweep, uppercut, roundhouse, grab, two head smash, throw enemy, throw behind. Not bad, eh? That's what we thought when we read the press release. Then we played the thing and found, barring a slight sluggishness, the controls worked brilliantly and it's very easy to see a heavy Mortal Kombat 2 influence in the animation. On top of these moves there are gadgets. Some you get automatically like the Batarang and the grappling hook, but others, like the smoke pellets or the cape morph you can select at certain points

Our old mate Batters can punch like nobody's business. THWACK

throughout the game so there's a tiny bit of strategy thrown in there.

There's a good variety of play modes also. You can attempt the eight big levels as Batman alone, Robin alone or as Batman And Robin together co-operating (quite a satisfying option with a decently skilled mate). But as well as this there's a head-to-head option which pits Batman and Robin against each other on a single screen (like in *MK2*). We're a bit surprised that this is so much fun really, so we'll simply sit here, a bit flabbergasted until we fully review it next issue.

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Oh blimey, what on earth is that Batrone tethered to? Surely not.



Above: Choose your character Right: Riddle me chis. Why is the riddler so bloody cryotic?

Left: These are just some of the weapons to get your Bat-mitts on.







Do you find yourself constantly saving all your pennies for that one big game? Are you buying only one or two games a year? Do you feel ripped-off? Damn right you do! Well there is an alternative, read this thoroughly useful feature and find out.

here's never been a better time to own a SNES. Some of your friends might tell you that it's old hat but that's like when your parents tell you that the music scene isn't like it was in the sixties. What are they talking about? It's even better! Now you can buy the Beatles back catalogue on CD as well as chillin' out to all the latest jungle tunes. The same goes for the world of Nintendo. Not only are the best games ever about to be released but you can now build up your collection quicker than ever before thanks to price slashing antics performed in every high street throughout this

To honour this golden age allow us to present a guide to the best Nintendo bargains around. Prepare to salivate...

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ot exactly the bargain capital of the world this but there are a couple of good carts at the moment and the list changes on an almost daily basis so it's worth giving them a bell just on the off-chance.

Clayfighter 2 was a good improvement on the original and X-Kaliber is a tough scrolling slash-'em-up to be reckoned with.

Clayfighter 2 - £21.99

X-Kaliber - £19.99

The developers of this game obviously had one sherry trifle too many.



Banana man goes all soggy when bruised.



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ot the best titles ever released but at these prices what do you expect. Excitement Direct are worth calling on a weekly basis, they always have at least a couple of SNES carts at around £15.95.

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Zelda - £23.95 Game Boy

Donkey Kong '94 - £16.95 Kirby's Dreamland - £12.95 Kirby's Pinball - £12.95



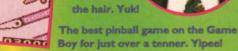




If you haven't played Zelda your life simply is not complete.



John Madden isn't a pretty fella, is he? Check out





ot the most likely place to find gaming bargains but prepare to be surprised. The bargain stock tends to differ from store to store so if you live in a big city shop

Biker Mice From Snickers

Spiderman And The X-Men -£19,99 Biker Mice From Mars - £29,99

Spiderman's new special power allows him to hover!



OUR PRICE

dmittedly Kick Off 3 is a pump game but Ghoul Patrol is a superb follow-up to Zombies and Super Return Of The Jedi is the best of the three Star Wars games. This kind of value shouldn't be missed and while your there you can chill to some top tracks.

Kick Off 3 - £14,99 Ghoul Patrol £14,99 Super Return Of The

Right: The sequel to

Luke is not a Jedi yet. Sort it out man!



TOTAL! SAYS, NOT BAD!

es there are plenty of bargains to be had if you look hard enough or, in fact, if you just re-read the previous three pages. But which are the tippety-

top bargains in TOTALL's opinion? Check this little lot out...

Let's face it, all Madden games are pretty much the same. Bargain!

John Madden '93 SNES - £9.99

This is a brilliant game.

We awarded it 86% way back in issue 13 and for this price it's certainly a better deal than the sequels. Available from Special Reserve.

Mario All Stars SNES - £24.99
The best cart ever for £25? Are they bonkers? Who cares, just go out and buy this 99% scoring fun-fest this instant. It's available from Special Reserve.

Micro Machines SNES - £24.99

This classic is not only the most playable racer ever but four player can race with two joypads. What a bargain! Available from New Generation consoles.

Flashback - SNES £22.95

This has to be the most atmospheric platform adventure of all time.
Looking back, our score of 85% may have been a bit stingy. Available from Excitement Direct.

Zelda-Link's Awakening GB - £12.95

The best RPG for a hand-held system ever for just over a tenner! Is there no end to the brilliant bargains to be had? Essential purchase. Available from Excitement Direct.

Starwing SNES - £14.99

The best shoot-'em-up ever on the SNES and well

Four players on two





DOXONS

gain the stock varies but these two bargain examples are amazing. How can they afford to slash their price when the games have only been released for a few months?

How ever they do it pop in when you get the chance.
Well worth the visit.



Shaq Fu -£14.99 Pitfall -£19.99

Left: Retro gaming heaven animated to perfection.





This makes
Sampras '96
on the Mega
Drive seem
about as real
istic as Fong.



FUTURE ZONE

his is worth the visit if only to pick up a copy of the best tennis sim ever, Smash Tennis. Everybody should own this game believe us. As well as this top bargain Future Zone boasts some very new releases at very low prices. They're almost unbeatable.

Smash Tennis - £24.99
Rise Of The Robots - £19.99
Barkley Shut Up
And Jam - £14.99



Looks great, plays okay, top valuel Honestly.



deserving of the 96% we gave it way back in issue 16. Available from Dixons.

Micro Machines GB - £12.99

Thoroughly playable and every bit as much fun as the SNES version.

Why is it so cheap? Who cares, just buy it. Available from Future Zone.

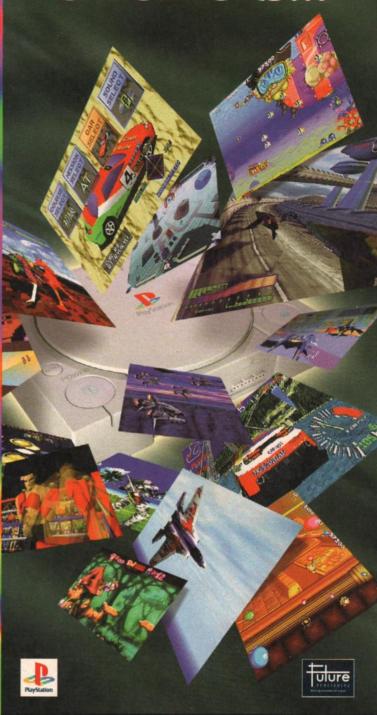


Any Mario game for £25 would be worth it but Mario All Stars? I think I've wet my pants. Help!



Still as addictive and impressive as the day it was released. We love it to bits.

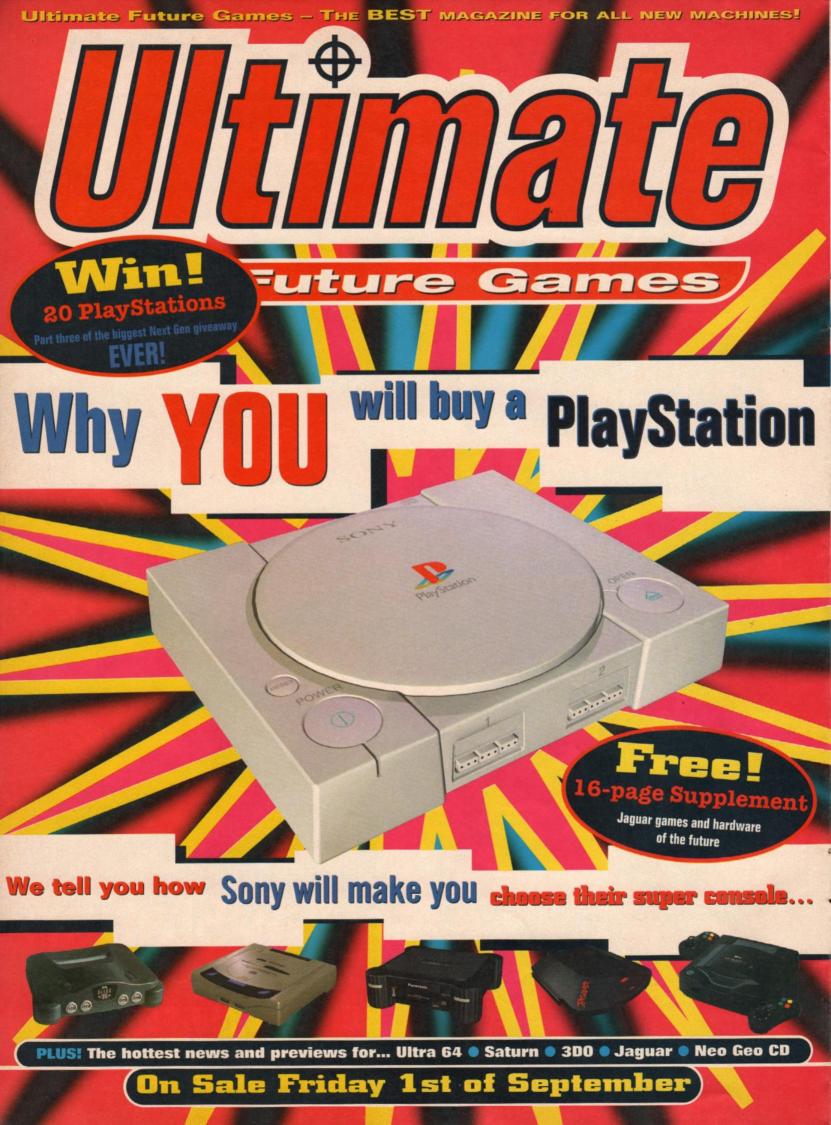
And then there's...



PlayStation
Magazine

On sale mid-September

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The TOTAL review crew

Earthbound is one damn strange game. Charlie Brown meets '50s sci-fi, seen through the eyes of a mad Japanese programmer. What's the weirdest game you've played boys?



ROB
Mystical Ninja, what
was all that about?
Little Japanese men
dressed in rabbit
costumes coming out
of people's heads. I say

'no, programmer, NO!'

ATKO

Hebereke's Popoon. Frantic and mad, you haven't got a clue what's going on and it just keeps shouting 'Dustin Hoffman!' at you. I had to have a week off work afterwards and I still have nightmares about it now.



ANDY
Sensible Soccer, it's mad. One moment you're shooting one way and then the next you're shooting the other. I scored 10 goals in the same end and the bloke I was playing didn't score once, but somehow it was a draw. Bizarre!



Super NES

EARTHBOUND

Just when you thought RPGs had got as strange as they could, along comes this. A good old slice of American pie...



... straight out of Japan. Aliens invade the USA and a group of kids decide to do something about it. Bizarre events occur thereafter, as Andy found out.

ZERO: THE KAMIKAZE SQUIRREL 4



Remember when platformers ruled the earth? Well if you're getting nostalgic here's a return to the good old days.

OBELIX

He's fat, he's round and he's probably worth about 35 pounds. The game with Galls is back...



...and this time it's the lardy one in special pants that is the star of the show. Check out our exclusive review.

WARIO'S WOODS

So many puzzle games these days, you can't see the Wario's Woods for the trees. What's so special about this one?...





...well it's got a superb gameplay that... hey, enough of my yacking, see the review.

Game Boy

NHL HOCKEY



One of the most played games ever on the SNES finally reaches the Game Boy. Is it as good?

56

OBELIX

I won't repeat myself, you've read the SNES intro. Just one question though?..

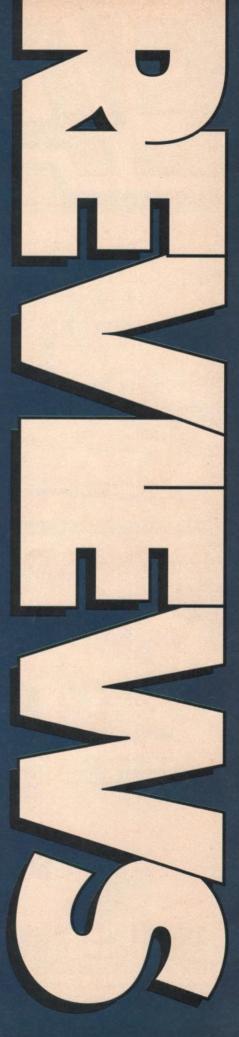


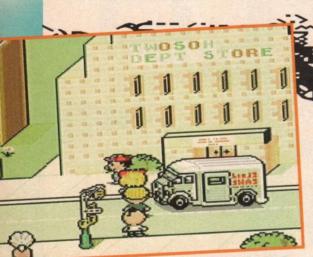
...How can that fat git fit on a Game Boy? Oh, and how come TOTAL! see it first? Find out...

NBA JAM TE

Shake your rim on a smaller scale with the latest version of handheld basketball.



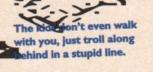




Once you start wandering down the road all the kids in the neighbourhood follow like sheep.



SNES REVIEW





The map shows you where to pick up hints. They're like RPG tourist information centres if you like.

Fighting By Numbers.



Sometimes you just can't avoid an encounter with one of the numerous nasties roaming the town.



On, no, it's turn-based fighting time! That's your opponent up top, while you appear as a small box.



Sorry, you were far too slow, the Skate Punk gets in an attack first and your hit points fall dramatically.



Things look bad as suddenly you've got two enemies to contend with. You could always choose the option to run away.



Of course if you've picked up a bread roll or a cookie, a quick munch is all you need to put you back in the fight.



PLAYERS: 1
FROM:
NINTENDO
PRICE:
£60 approx
RELEASE:
OUT NOW
(IMPORT)

'Andy wakes to find a meteor has crashed into a hill near his home. But being a complete coward he lets a bunch of kids go off and investigate.'

n paper Earthbound doesn't have a massive amount to recommend it. And now, of course you're looking at the rating and thinking 'Surely some mistake?'
Well, the fact is that the game is good but it's nothing to do with the graphics or the way in which you play the thing. All will become clear after we've filled you in on all the details.

The game opens with a series of screens in which you have to specify the name's of the four main characters, your dog, your favourite food and your most favourite thing in the world ever. This, inevitably, is a right giggle from the outset as you curse your characters with names as rude as possible. Then every time they're mentioned on screen you can collapse into giggles.

BOUND



Above: Out in the desert the kids need some Oasis. I mean Blur are okay but there's a better edge to the guitars in Oasis, they're rockler and etc etc.



just when you thought the game was getting too complicated, there's light at the end of the tunnel.

Then you get the inevitable intro sequence. Refreshingly there's not some massive monotonous, epic tale to wade through, oh no. Instead you see a night view of your town accompanied by some spooky music and sound effects. The scene cuts to your bedroom at which point you're awoken by the noises going on outside. And that's it, from here on in the adventure is yours. And in fact this is the way in which things continue. Instead of some fantastical

plot being periodically

related to you (which seems somehow unconvincing) you're pretty much left in a relatively realistic situation from which you must discover what is going on. And you very quickly learn the intriguing fact that a meteor has hit town, there's some evil geezer who's up to no good and that somehow you are involved in it all (okay so it's not entirely original but it seems to work pretty well here).

Now, while the build up is very atmospheric and entertaining, the graphics do nothing to enhance

the

Not sure why this lads looking so happy with himself, obviously hasn't looked in a mirror for a white.

Sensing he is being followed, the little boy glances over his shoulder to find he is being tracked by possibly the least conspicuous private detective agency ever.

They came from outer space, the UFOs with funny hair extensions. Could be whirlwinds I suppose, but it's platted whatever it is.

THE HAR AGAINST GIYGO

ROB SAYS...

Never been a fan of RPGs really. There's no football in them, is there? This is better than most because it's more funny and involving than normal. Besides, Andy knows what he's talking about when it comes to RPGs, if nothing else. So I'm with him.

EARTHBOUND



Powered Right Up!

Here's the team near the end of the adventure and as you can see they're pretty damn hard. Not only have they more aggression and hit points than Arnie has muscles, they also have to gain literally millions more experience points before they can get to the next level.

annual time	Church Level 34 Hit Points: 3727872 Psigaho Points: 3427642 Experience Points: 6698614 189245 Exp. for next level. Fress the A-Button for			Offense Defense Speed Guts Vitality IC Luck PSkinto	249 193 61 85 58 64 131	14.187 1-11
	00 642	302 252	1 + F1 ((P 3)	10	4 6 8 1 5 6	The same

III SI WILLIAM SILL	Psychic Experience	Points:	Points: 383/383 Points: 0/ 0 Points: 4765560 Sp. for nest level.		Dete Sp 0 Vita	Offense: Detense Speed Guts Vitality (0: Luck		14 181 41
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Psychic Experience 2918	Points: 46: Points: 15: Points: 35 Exp for nex ss the A-B	95469 t level		156 205 93 24 31 31 89
60 872 90 642	Party 60 302 90 292	40 38 00	88	468 156

experience. Cutesy and Japanese they may be but they're even more crude and simplistic than even the most cutesy RPG you've seen before. After a while you tend to be so enveloped in the plot the shortcomings of the visuals go unnoticed, but almost beside the point, it's a very dated looking game.

As for the gameplay, that initially gives you cause for concern too. On starting the adventure you discover, to no one's amazement, that a lot of the 'action' involves talking to other characters in the game. Fair enough. But unlike some RPGs in which there's also a healthy amount of searching of rooms and opening of cupboards and so on, there's little or none of this to be

done. In fact, the discoveries to be made are solely down to visiting a certain location or speaking to the right people.

And still on the gameplay, the combat system too is a bit on the, er, aged side. It's the same system that was used in a game

called *Dragon Warrior* apparently and you basically have a number of characteristics such as hit points and up points which govern your fighting

and telekinetic powers. The combat is a bit basic and during extended bouts it can be a little dull.

So why the big score then? Well, I'm about to tell you but one final point before I do. When I got the game I booted it straight up and got stuck in.
The points I made above struck me immediately but once I got into the game I couldn't get out, it was just too intriguing and too much fun to do otherwise. When a suitable break came I took a look at a press release and everything suddenly fitted into

place. For while the game uses an old gameplay and combat system, the talents of one of Japan's most popular writers had been enlisted to write the story and construct the plot that had grabbed me. So there you go. The more clinical RPG fans may be a little miffed that there's no real progression here, but at the end of the day it's about fantasy, atmosphere and intrigue and this has these in bucketloads. ANDY

Come on, I'll ta

While the start of the adventure may be fairly ordinary and realistic things soon become a little surreal. Look at what I've been up to.

I turned the corner and there before me was, OHMIGOD, a killer roadsign. But this wooden assailant was no match for me and my, um, frying pan.

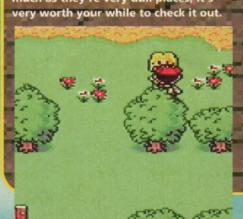


Okay so let me get this straight. I am

Okay so let me get this straight. I am to believe that I have just fought and defeated an attacking taxi cab, yes? This is well-weird.

... it's a library. But it comes in very, very useful.

This girl tells you about the library and much as they're very dull places, it's very worth your while to check it out.



Downtown

As Petula Clark once said (ask your mum) 'Downtown, things will be great for you, downtown'. Another singing caption, brought to you by the pages of TOTAL!



Don't go here unless you're a bit more experienced because this is where the town's thugs hang out. Does this mean videogames make you violent?



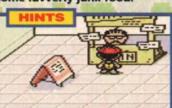
If you're not into bread, another way to restore your hit points is to buy and consume some luvverly junk food.



In here I learned that there were no available jobs, but another clerk seemed to be slacking. Hmm... I wonder.



I didn't have to stay here, but you never know, there might be someone who can give you some useful information.



Go into this house (making sure you have at least \$35) and you can buy hints to help you get through the game.



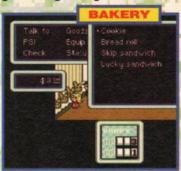
You start the game with an ATM card (that's a cashpoint card) and you'll find an ATM machine in the hotel. Go get some cash.



I spent a night here after a stag night during which I took off all my clothes and then started danci... (No thanks – Rob)



Get your cold remedy here.
If you've got a cold. Hmm...
not very well stocked, is it?



Buy your bread in here. And what use is bread? Well, after a good scrap it's amazing how much energy a soft white bap will restore.



ATKO SAYS...

I love it. Totally bonkers and just so much fun to play. I'm not a great fan of RPGs normally, but this isn't all that slaying dragons rubbish, it's like a scene from a film and you have to slot in and play your part. Well smart. The graphics let it down though.



See? You can get a town map so now you needn't wander around aimlessly any more.

GRAPHICS

Very crude. Some of the characters are mildly intriguing but it's not a work of art by any means.



SOUNDS

Some spooky sound effects add atmosphere and the soundtracks are okay.



CAMEDIAV

It's fun and functional, but it's all a bit dated. Don't expect any innovative features.



LIFESPAN

It's big, and it's a real hoot. The plot is a winner. That's all we can really say about it.



TOTAL! JUDGEMENT

'No innovation at all and it looks a dozen years old, but getting a popular writer to construct a rock-solid story was a stroke of genius.'

TOTAL! SCORE 85



definitive guide

Sony PlayStation

Sega Saturn

3D0

Amiga

Ultra 64

Atari Jaguar

Virtual Boy

PC & PC CD-ROM

Neo Geo CD

Super Nintendo

Mega Drive

The new wave of games technology is taking interactive entertainment into the future. Before you buy a new machine read the essential guide to every major system, the first in a series of Edge Specials



Industry awards

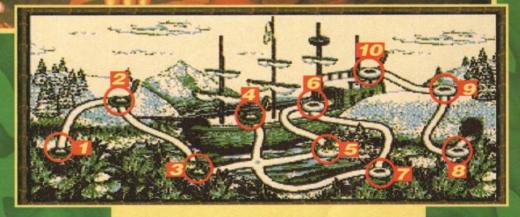
The **Edge** 1996 Hardware **Guide**

Available this **September** at selected newsagents

SOLUTION PART

his stunningly beautiful Game **Boy platformer** is tougher than tough and, as we discovered, more tightly packed than Hugh Grant's shorts on a drive through Hollywood. That's why we're bringing you this massive two-part player's guide. So, jump right in and go bananas.

Take a look at the maps below so you can figure out which levels we're talking about.





DENKEY KONG LAND SOLUTION PART 1

THE LETTER ICONS

By collecting the letters K, O, N and G on each level you get to save your position. In this guide we've done a little box called 'Give Me A 'K' Etc...' for each and every level to show you where to find the letters.

THE TOKENS

Get the tokens for extra lives and points. Again, we've tried to point out where to get these bonus tokens from.

THE EXTRA LIFE BALLOONS

These are vital if you're going to get through alive. Whenever we warn you of an up and coming life balloon, pause the game and read the guide so you know exactly what to do. If you miss them, well, it's your loss...

WORLD ONE

Level One

Bounce off the first reptile
you come across to get up
to the top of the trees where you'll
find lots of bananas. You'll soon
come to a steep drop with a little
ledge halfway down. Don't go down,
instead get up onto the top of the

trees again to find more bananas (in the shape of a K). Drop down, move right then get up onto the next tree where you'll find a token. Drop



straight down from here to release a hidden rope. Hold onto it to rise up to a bonus level. Further on, on the ground, you'll find a token in a pit.





Use the rhino to break open the right hand wall and there is a swimming bonus section. Move right and up quickly after this to get an extra life balloon.



Give me a 1C etc...

The letters K, O, N and G are all to be found on the main part of the level so you'd have to be stupid to miss 'em. So for the stupid people out there, here's where they are.











From the start immediately jump up left to get a token. As you drop down the first little ledge, move and jump quickly right to get an extra life balloon. Just after the first crevice in





the ground after you've collected the letter K you'll see a barrel at the top of the screen. Jump high to get into it and

you'll be whisked off to a secret level.

Be quick in this secret level. If you jump right you'll get two extra life balloons. After you come out of the secret level, drop right into the crevice to kill yourself. You now start the level



again and you can get that first extra life balloon plus the two in the secret level again. You can keep repeating this until you have maximum lives. You'll soon come to a huge gap with two flying pigs. Bounce on the pigs to get across the gap, but make sure you back track left a little to pick up the letter O. Soon there's a buried tyre and a flying pig. Bounce off the tyre, then off the back of the pig.

Give me a 1K' etc...









As with the last level, the letter icons are all en route so just keep a not too careful eye out for 'em.



Go along to the third lizard and you'll see a tree just before him. Bounce off the lizard up to the left to get onto the tree. You won't be able to see yourself, but move left to get the bonuses that are up there. When you get to the second rope swing you'll find that there are two in a row. It's not too difficult, but make sure you jump as the rope reaches the end of its swing. When the second rope reaches the end of its swing jump up to land on the treetops. Drop right off the first tree and you access another rising rope that takes you to a secret



level. When you come out of the secret level, go right a bit and jump up onto the treetop. As you're going right, move fast and you'll get an extra life balloon. The next lot of trees





you come to are important. Don't go along the bottom, get up to the treetops and use the rope swings to get across and you'll find the N token. At the next set of rope swings use the lizard to bounce onto the first rope more easily.



Give me a 'K' etc...

On this level three of the letters are straightforward. As already mentioned the only exception is the letter N which is hidden up in the trees between rope swings. Anyway, here they all are.









Level Four

At the crossroads just before level four you'll notice there are rock-

piles blocking two of the exits. This is why you need to go to level four. But



we'll come back to that at the end of the level. When you jump up onto the deck at the start there's a lizard

man. Get in front of the mast, just to the left of the hornet, and bounce on the lizard man. It's best to kill him as he'll cause problems in trying to get

up onto the rigging. When you're on the rigging ensure you have your back facing the way you want to jump. This gives

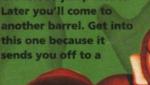


you an extra bit of distance when you jump. Also, always position yourself lower than the target area you want to jump to. You'll find a lot of areas on this level where sort of cymbal-shaped things at the top of the ropes stop your progress. When you jump, if you're too high you'll hit these and fall back down. So always move down the rope a bit and jump up to where you want to go. At the top of the



second set of rigging there's a lizard. Use him to bounce up to the bonuses above. Then move right to get the

letter K. Watch out for the vultures as you move up the single rigging.
There's nothing on the platforms they inhabit so instead go straight up to the top. There's a barrel on the left so jump into it.
Later you'll come to another barrel. Get into



LAND SOLUTION PART 1

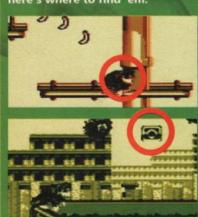
secret level where you'll find the letter O. When you come out you'll find a single rigging. Go up and jump onto the first platform on the right. Go all the way right to find a token then get back to the rigging and go to the top. After the restart



point you'll find a single rigging and a hornet. The rigging disappears off the bottom, but it's dangerous to go down and there's nothing down there anyway. Instead, go straight up. When you get to the top of the masts, don't go all the way up. To the left of the left hand mast you'll find a barrel. This sends you to a secret level with an ostrich in it. Use the ostrich to jump and then fly by repeatedly pressing Jump. It's here you'll find both the N and G tokens. When you come out you'll be next to a barrel with a little bomb above it. Collect it because this is what gets you past the rockpiles on the map. At the map destroy either of the rockpiles to get through.

Give me a 16 etc...

You're getting the hang of this now. Letters O, N and G are hidden in secret levels. I've already spoken about them so here's where to find 'em.



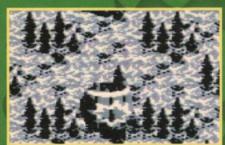




Level Five

When you are using the ropes remember to position yourself low in order to make the jump across. The K is right near the end of the second set of ropes. You'll next come to three







barrels. They bounce you up and down. As soon as you get fired out push right. On the first barrel only push right until you are near the next barrel or you'll over shoot. The following two, push right and keep pushing. They're higher up so you can't overshoot. Next comes a barrel which fires you diagonally up and right. You land on a narrow platform and the temptation is to avoid the gap. Don't. Drop down and you'll enter a barrel which sends you to a secret level. When you reach the rotating barrel hit the jump button when it's facing upwards and you'll get fired in the right direction. At the exit, don't go into it. Go under it and travel right where you'll find some extra bonuses and another exit.



Give me a 'K' etc...

Oh lord, I've missed out O and an N. Fear not. For the screenshots here will show you where to find them all.









Level 6

Move right and a flying pig appears. Jump up onto his back then left

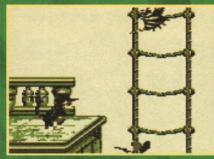


onto the column to get catapulted a long way through the level. When you're climbing along the rigging that comes next you'll find the K then after if you drop off the rigging and go right you'll see an extra life balloon and a cloud. Don't go this way because the





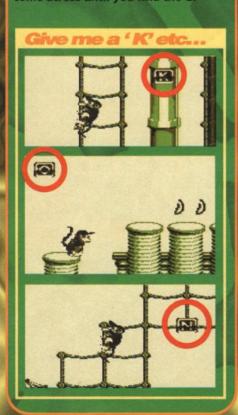
cloud disappears and you die losing the extra life. Instead go back to the rigging and go up. At the next major bit of rigging watch out for the snakes. Whenever you meet snakes like this bear in mind that they only come down as long as you can't see the top of the rigging. When they're below you jump onto the rigging and go up to the top before proceeding and the snakes won't appear any more. You'll soon come to a series of columns with lizards on the top. It's dangerous but you have to go that



way because there's a letter O there.
After you've found the N there's a bit
of rigging with two hornets buzzing
around. A straight jump will send you
onto the top hornet and dropping
down will hit the bottom one. Instead,



jump vertically up then at the top of the jump push right and you should land on the rigging in between the two hornets. Now go down. At the next set of columns go along the bottom to find a grating. Drop onto it to be hoisted to another secret level. Use the same rules as before to get past the snakes and the hornets you'll come across until you find the G.





Go right and drop down into the deep pit with the buried tyres. Go left and you'll go down a bit and you'll come to a really big jump. Make the jump and you get to a barrel that sends you

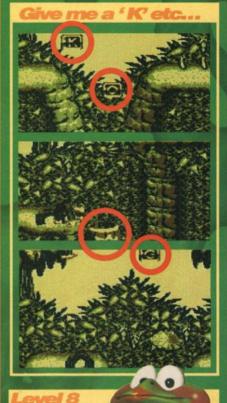


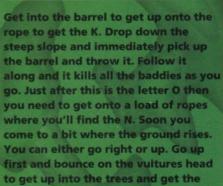
off to a secret level with a spinning barrel and a button on it. Hit the button when the barrel is facing you and it fires an extra life at you. A bit further along after a hornet there's a pit with the O in it. Don't worry 'cos there's a tyre down there so you can get back out. Next is a series of steps going down with lizards on them. Jump on the last lizard's head to get up on the trees for extra bananas.



After this, drop down right in the arc of bananas to access another rising rope and a secret level. A nasty jump follows with a tyre and hornet sort of arrangement. No advice here, just watch your timing. Next there's a tyre followed by a barrel. Don't jump on the tyre but edge gently past it thus avoiding the hornet and getting into the barrel. The barrel leads to a secret level with the letter N in it. Next come some more tyre jumps along with the letter G. After the next set of tyre jumps there's an extra life balloon. Then it's just one more set of tyres and the exit.









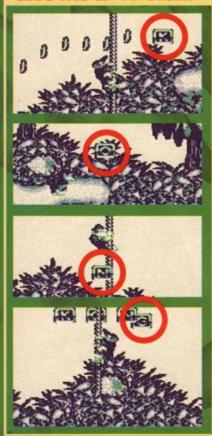
LAND SOLUTION PART 1



bananas. Go back down to the bottom and get into the barrel that's in a dip in the ground. This leads to a secret level with one of those barrel/button life-giving set-ups. Go into the deep pit and throw the barrel at the right hand wall to open up a route through the rock. Next are more rocks and hornets followed by a barrel which fires you to the exit.



Give me a 'K' etc...



Level 9



There's a barrel on the floor which you can use to fire your-

self up and right to get Diddy Kong then get back in and go up and left to a barrel that sends you to a secret

S

When you reappear you'll land on the K. To the left you'll notice an exit under a platform.

It's a bugger to get to and if you use it you won't be able to save the level, but if you've had enough, by all



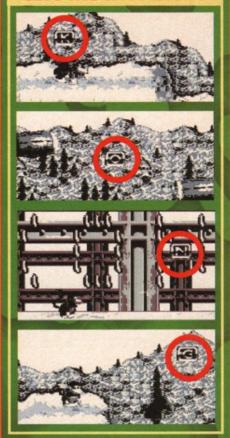
means try.
Go right
and there's
a barrel in
the floor
which you
can use to
activate the
restart
point. Next

come some floating barrels and the letter O. With the barrels, the rule is to always fire from one to the other when the two are travelling in opposite directions. Also, remember to



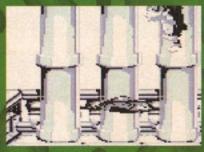
time it so that you fire a few moments before the barrels line up to compensate for the time it takes Kong to travel from one to the other. At the end of the next set of barrels is a barrel that faces right and down. Instead of firing when the barrel is all the way right, do it when it's all the way left. It looks like you'll die but you'll actually get fired into another barrel which takes you off to a secret level with the N in it. At the end of the next set of barrels there's a rotating barrel. You can fire it when it's either up and right or just right. Next comes the letter G and the exit.

Give me a 'K' etc ...



Level 10 **THE BOSS!**

This one's a flying Manta Ray thing. Avoid it as it travels to and fro then when it gets low enough leap up onto its back. You have to hit it seven times to destroy it.



WORLD TWO

Level 1

One of the first things you meet is a big punk lizard with a yest on K

lizard with a vest on. Kong can bounce him to death but if you're controlling Diddy, you'll need to throw the barrel at him to kill him. Go down the steps with lizards on them and to the right of them there is the letter K. There are a lot of bouncing lizards on this level. The rule is to jump in the air just as the lizards are about to jump towards



you. You'll meet in the middle but you'll be higher so you'll kill them. When you're down in a pit with the lizards jumping around on the higher bits (like when you're next to the letter 0) wait until the lizard is jumping away, jump up (this is how



you get the O) then jump again immediately so that you kill the lizard as he jumps back across. Next is a restart point after which is a steep slope going down and right. Go down quickly then immediately jump right over the gap to get an extra life



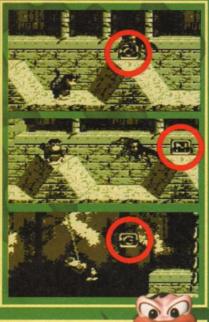
balloon. Next there's the letter N.
You'll come to a tyre and next to that
is a lizard in a pit. Jump over the tyre
onto the lizard to kill it. Jump back out
left and push the tyre into the pit. You
can now use it to get up over the high



right hand slope. Keep going past the lizards and snakes and watch out for the armadillo on the last small platform before the rope. Finally, use the rope to swing across and get the G then it's onto the exit.

Give me a ' K' etc..





Level 2

Swim straight up to get the DK barrel. Go right and watch out for the fat fish which homes in on you. Swim right and in a trough in the



floor is a token. Watch out for the little creatures protecting these troughs. I don't know what they are but I'll call them ladybirds. They sort

of bob up to the top and then drop down. Depending on how far up and down they go, always hang around until



they're either at the top or bottom then swim past quickly. On some of



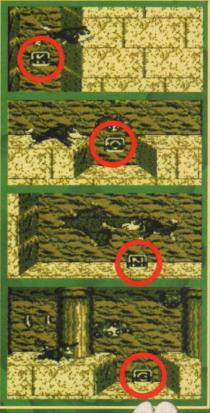
the troughs you can, by pushing right up against the right hand wall squeeze past these creatures without harm, even when it looks like

you're touching them. Further along is a deep narrow trough, go down to get the letter K. Keep heading right and eventually you come to another trough with the O in it. (this is an easy level). Just after the restart point you'll find a really wide trough with three ladybirds in it, two to the left and one to the right. Position yourself two thirds from the left side and drop down to get the N. Then go straight up again and continue right. Keep going and eventually you'll get to a



little pit with the letter G in it. The first exit you come to is a decoy. Go past it and you'll find tokens and bananas followed by another exit.

Give me a K' etc...





This is a nasty swimming section. Go right past the DK barrel. Watch out for the spinning spikey things. They occur throughout the level and follow set patterns so always stop to study them before moving through. Eventually



DONKEY KONG



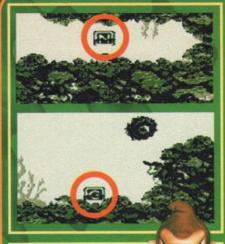
you'll go down. At the bottom go right to get the letter K then go back up and left past the spikey things. Go past the restart point and keep going until you reach a tunnel going downwards. There are ladybirds to the left and right all the way down so slalom past them and you'll find the letter O at the bottom. Go right and up. Keep going up and don't go left into the



two tunnels with the spinning things in. It's dangerous and there's nothing at the end worth getting. Go right past the three spinning things then down to a restart point. The tunnel then goes right and left. Go right to the letter N then just before the dead end go down through the rock, there's a secret tunnel. Go left picking up all the tokens and bananas. At the end go up and left through another secret tunnel in the rock. This is a good short cut. Go left and then down. Go right and eventually you'll find two spikey things moving left and right. In the trough below you'll find the letter G. Keep going right to the exit.

Give me a 'K' etc ...

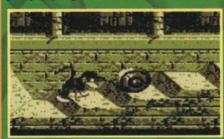








Go right and up onto the rope. Jump right off it. You'll soon encounter a snake basket which fires snakes out of it. Wait until a snake has been fired then jump onto and over the basket. Next you'll encounter one of many whirlwinds. Don't hit the side as it'll kill you. Instead jump on top and if you jump right and left the whirlwind



moves with you. Use these to pick up high bonuses and to get over hazards. Watch out for the rolling baskets. When you reach the rope, jump on and go to the bottom of it to get the letter K. Next you get to a snake basket. Get close and just before it fires a snake



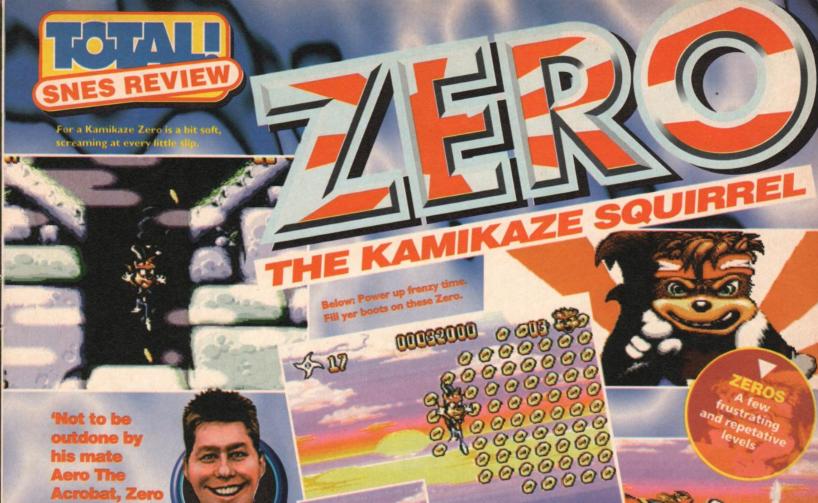
jump. If you time it right and hit the snake in mid air you get zapped off to a snowy bonus section with the letter O in it. When you come back out go past the hornet and jump the big gap (it's really quite big). Keep going right until you find the letter N. Keep going and you'll come to a series of platforms. There's a huge gap with a snake basket in the middle. You need to jump onto the basket then off to the next platform. There's a tricky section of ropes and hornets next so take care here and just beyond this bit is the letter G followed by the exit.



Give me a 'K' etc...



SOLUTION PART 2
NEXT MONTH!



his mate **Aero The** s taken up



PLAYERS: 1 FROM: SUNSOFT PRICE: £60 RELEASE: **OUT NOW** (US IMPORT)

ime was you couldn't move for charismatic platform sprites. Zool, Mario, Cool Spot - sprites with style. A year or two ago Sunsoft would have shipped this over here before you could say 'Earthworm Jim'. Now when you feel nostalgic for that platform experience you have to actively seek it out.

Beat-'em-ups and sports sims have increasingly taken over the market and, fair play to them, they're much more fun and allow twoplayer interaction. But occasionally all you want to do is shut yourself off from the

outside world and spend a few hours concentrating

ATKO SAYS... I was a big fan of Aero in the past. It was another cute and pretty platformer, but it also had enough clever bits to warrant some praise and this is much the same. Looks great and has plenty of decent original touches. Clever little things those people at Sunsoft.

Left: Zero cuts loose a ballo and heads for the clouds.

on running, jumping, spinning, punching and shooting

your way through some colourful obscure landscapes. And Sunsoft are masters at this.

Like his distant relation Aero the Acrobat who was trying to escape from the circus, Zero is on the run as well. Faced with a mission impossible. Zero realises that a kamikaze pilot is perhaps a dodgy career decision - especially for a squirrel -

and decides to leg it. His boss isn't happy and sets off after him. Cue platforms, little enemies, slippery slopes, things that bounce you high in the air and all manner of weird and wacky back-

grounds. There are also some really original touches such as blow-up secret entrances which can be found using a foot-pump. Okay, so this doesn't take gameplaying

forward and there are the usual repetitive stretches, but all the same it has a great learning curve and has enough to keep you interested right to the end. For those of you that miss a good old-fashioned platform romp you could do worse than give this a go.

Not the most successful of Kam ions. Perhaps a few ants were crushed

RAPHICS

Bright, colourful backgrounds with some great animation and neat little tricks.



OUNDS

Basic cutesy sound effects and music, but all with a zippy and bright feel.



GAMEPLAY

Breaks no barriers but certainly understands what a platform fan wants.



LIFESPAN

Surprisingly difficult after a somewhat easy introduction. It may take a while to finish.



TOTAL! JUDGEMENT

'Call it nostalgia if you like, but I miss games like this. This is platform gameplay of a high quality.'



Left: The annual Gaelic Sleepwalkers Society convention.

'Wild boar?,' boasted Obelix. I eat wild boar for breakfast.





PLAYERS: 1-2 FROM: INFOGRAMMES PRICE: £TBA RELEASE: AUG

to the books

The little Gaul is back and he's brought his fat mate with stripy pants with him. Monsieur Atko est done le review pour vous. Voilá.'

hile comic characters
Judge Dredd, Batman
and The Mask work
their way through the glamourous world of the movies
before hitting the computer
game scene, Asterix jumps
straight out of the comics and
into your SNES. Mind you, the
film's on the way soon.

This time it's a platform beat-'em-up in which – accompanied on his second venture by Obelix his overweight friend – Asterix has to travel the world killing and maiming Roman soldiers so that he can humiliate Julius Caesar.

Very true to the books, it has a strong plot line and the graphics are also very faithful to the original artwork. The characters move hilariously: Asterix and Obelix strut respectably



Asterix scores a well earned try, despite the

around then suddenly throw their heads back and lurch crazily along when you make them run, and if you hit a Roman he flies up into the air leaving just a pair of sandals and a helmet, then a few seconds later a tiny figure appears in the distance.

Some of the gameplay is quite varied taking you from bouncing over the raging seas in a boat to jumping hurdles in the Olympic games. Having said this the game needs to be varied just because none of the parts are really good enough to make a whole game. Maybe running along crowded city streets thumping Romans is fun but when it comes to the fifth time it gets just a little bit monotonous.

You can choose between Asterix and Obelix, the two main characters, or play two-player with one person as each. Two-player is good fun but it's a bit easy. There are still the same amount of baddies but now there are two of you to take them on, unlike some games where you have to share the continues.

Below: Somehow Obelix manages to haul his



Obelix begins his rarely seer funky chicken dance, honest.



Obelix takes a large
amount of influence
from Donkey Kong
Country in the way
its characters play,
except that the
differences between
Asterix and Obelix
seem to have been made
by decreasing one persons

abilities rather than increasing the other's; instead of Obelix being especially agile, he's especially slow and clumsy.

The platform sections which actually require you to try are too few and far between, and the beat-'em-up sections are just a matter of pressing the buttons fast enough, one move is not enough.

The graphics and variety are amusing for a while but this isn't going to cause any sleepless nights.

Hilariously animated characters and hundreds of amusing little touches. It'll keep you playing.



SOUNDS

It's not very exciting, it's sort of like fighting to the *Playbus* theme music.



GAMEPLAY

It's varied and, in parts, quite good. But it's largely unchallenging with just one move.



LIFESPAN

It's a big game and it'll take a while to complete but it's likely to slip to the back of a cupboard.



'It's like playing one of the books. The attention to detail on the graphics is brilliant. It's just a pity that it was all wasted by the lack of

moves.'

CORE



NOT QUITE ON THE LEVEL

Three of the four countries have little breaks from the usual action in the form of a sports game. These games are a nice change, and the rugby game is very good. Unfortunately, they are actual levels and you can die on them. They would be really so much better as

bonus games. They really would.

In Britain there is a rugby match - this is an excellent game involving timing and skill. In Rome you take part in the Olympic games this involves pressing the button a lot, with brief interruptions of skill.





The bullfight in Spain is cack. It's like playing Game Boy Gallery while doing the hoovering.



PLAYERS: 1-2 FROM: **NITENDO** PRICE: £29.99 RELEASE: **OUT NOW**

'Atko went down to the Woods to play, but didn't get much of a surprise. He still had fun though.'

f you were to just look at the screenshots on this page you would almost certainly go away with the

clone. But if you took the time to look a bit closer, if you were to actually reach in deep, to break the ice, if you will, if you were to lift the veil of secrecy which lies between you and the game's innermost secrets, then you would surely complex puzzler. find that beneath this games that stretches your mysterious columnesque extebrain in all direcrior, lies what could essentially be described as yet another Columns clone. Couldn't they come up with something just a tiny bit more original? Over the last few months we've been swamped with match the colours puzzle games; Popoon, Kirby's Avalanche, even Bust-A-Move is suspiciously similar. So do we really want another

impression that this was yet another Columns

Each level starts with a pile of Wario's monsters and the idea is to destroy them all.

one? Of course we do, they're great.



The mushroom comes out on top in the Most Supid Hat On The SNES compo.

You do this by joining monsters of the same colour in straight lines with at least one appropriately coloured bomb, then the bomb explodes destroying the monsters. Some big explosions or combinations of explosions give you bonuses or in versus mode flood your enemies side with monsters. Bombs and occasionally monsters are dropped from the top of the screen. You can pick them up, put them down and kick them to get them into

the correct position to cause mass explosions and death to all of Wario's little minions.

This is a lot more complicated than most puzzle games; all the different controls are a bit confusing to begin with, but it does pay off because the gameplay is that much more involving. Like a lot of puzzle games it's incredibly addic-

tive, so much so that I played it solidly until my eyes began to hurt, and ATKO longer. It's great.

creature to spoil the view.

The sun is out, the sky is blue, but there's a nasty

Cute cartoony characters, with nice linking screens between levels.



Quite simple although it does begin to grate on the nerves after a while.



Hard to get into but within hours you'll be so hooked you won't be able to put it down.



Lots of modes mean that the games will keep you going for ages.



'It's excellent and very addictive. When it grips you, it'll have you glued to your screen for months.



ROB SAYS...

I'm a sucker for puzzle games and this is no exception. It isn't as instantly addictive as Bust-A-Move or Kirby's Avalanche, but once you have a long

session on it, you're hooked. A bit too complicated at times, but still top fun all the same.



LOSE

Wahay! The victory V signifies another crushing win for Rob.

MIM





times leading to

a reliance

on luck

GAMES MASTERS SOUND BLASTERS FINGER SNAPPERS TOE TAPPERS ANNEL HOPPERS EYE POPPERS HOT ROCKERS **TURE SHOCKERS** GROUND BREAKERS MUSIC MAKERS LIVE'95 re you ready for the experience?

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And we happen to believe you'll really rather like it.



MORE SATISFYING THAN A 50-YARD LOB FROM NAYIM ISSUE 1 ONLY 99p. On sale Thursday August 17th!



Oh nol it's a cross between Graham Taylor and Russel Harty. What a nightmarel



One of the thin neck twins sucks his thumb as the other looks away in disgust.



GAME BOY R

A moral dilema for the goalle. Should be save the puck or the attacker?

OCKEY

PLAYERS: 1
FROM:
ELECTRONIC ARTS
PRICE: £24.99
RELEASE: SEPT

Another sports game from EA, I hear you all cry. NHL Hockey is back and this time it's on the Boy. It can't be a bad thing, can it?'

fter months of waiting, NHL Hockey is finally here. With most of the other dismal efforts of a ice hockey game on the Game Boy, NHL actually looks good and plays good.

ANDY SAYS.....

As Ice hockey games go this isn't bad but it isn't good either. If it's a sports sim you're after why not try Madden '95, World Cup Strike or FIFA International Soccer? These are all great and very similar to hockey in terms of gameplay. Enough said really.

As with all other EA ice hockey games the pond as it's called scrolls vertically. Each match consists of three periods of either five, 15, or 20 minutes. The game has four different play modes: Regular Season – a friendly match against the computer; Play-Offs – play your way through to the finals

and win the grand prize; Sevens – a miniature version of the play-offs; and Shootout – play one on one against the computer. There's also a password feature.

Where this game excels, though, is the speed at which it plays and the number of stats that each team has. You've got things like endurance, speed, shot power and even what hand the player uses to shoot and pass. Another good thing about the game is the graphics. They aren't breathtaking but are clear and show a good amount of detail. The game is let down by the fact that you cannot see much of the pond which means you cannot shoot or pass with a great deal of accuracy and once you've completed everything, which shouldn't take you very long, there's nothing new to see.

The biggest let down is that there is no two-player mode. Other than that, this is an okay sports sim worthy of a place in anyone's collection. ROB

GRAPHICS

The graphics are well detailed and do the game justice but can get confusing at times.



SOUNDS

The music is terrible and the FX sound effects aren't brilliant either.



GAMEPLAY

The action is fast and frantic. It is relatively challenging and has a good learning curve.



LIFESPAN

Once completed there is no incentive to have another go there is no two-player option



TOTAL! JUDGEMENT

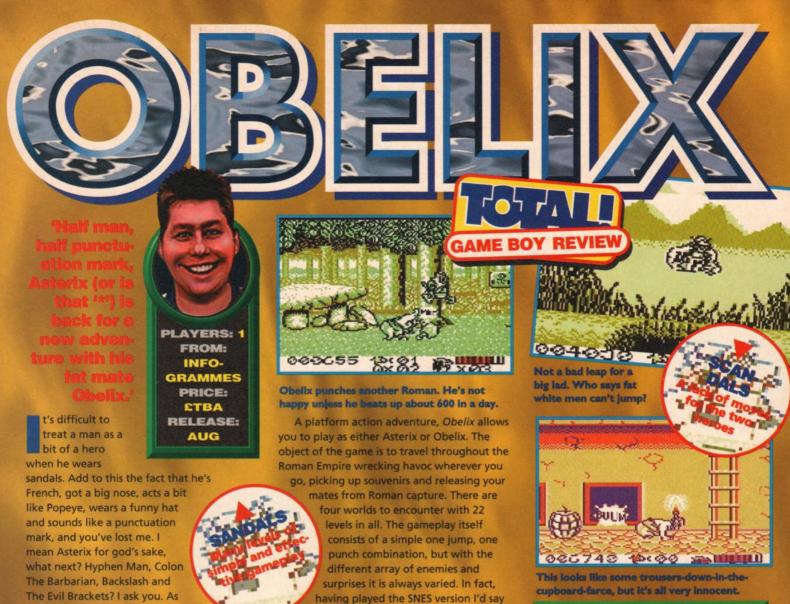
'If it had a two-player option it would be brilliant. NHL is an average sports sim that will appeal mostly to fans of the sport.'





Just how far away is the ref? And what's with that I'm gonna git you sucka expression?





The Evil Brackets? I ask you. As for his mate Obelix, a fat git in striped trousers is hardly going to be a match for the Roman Army. Lucky for the little and large Gauls then that they're in a half decent game.

Surrounded by Romans, Obelix throws his weight around. And there's plenty to throw.

priate sounds and the graphics are excellent considering the format. Okay, so there's no two-player option, but I'm still not convinced of its worth in platform games. Obelix might be fat, he might have no dress sense and smell of garlic, but he's the star of a pretty smart Game Boy title, so some respect is due. ROB

more satisfying gameplay with more appro-

the Game Boy version is better. A simpler



Above: Asterix isn't pleased to see this bull, but he's still about to get the horn.

The platforms in the Game Boy version are actually better to negotiate then the SNES'.

Clear, detailed sprites and backgrounds. The sharpness certainly aids gameplay.



Appropriate sounds help you in your quest. Somehow better than on the cart.



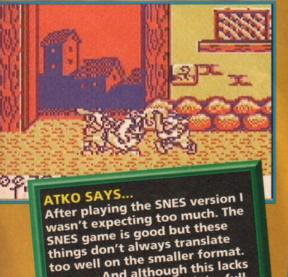
Varied. Individual moves are lacking but the enemies and surprises compensate.



Like most platformers it has a finite appeal, but it'll take you ages to finish the thing.

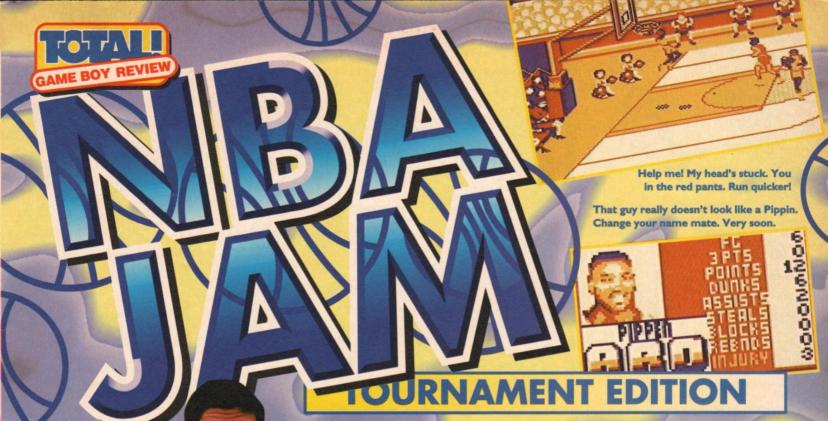


'This platformer is better suited to the GB than the SNES. Simple effective and varied gameplay.'



AL! ISSUE 45 SEPT 95

And although this lacks the colour of the full size version it more than makes up for it in terms of sound and gameplay.



reviewing **NBA Jam TE.**

PLAYERS:1 FROM: ACCLAIM PRICE: £24.99 RELEASE: **OUT NOW**

and oh so

PRICE

BA Jam TE on the SNES was something of a disappointment earlier this year. Yes it was improved but not enough, it

seems, to persuade fans of the original to shell out another £50 for much the same cart. Have Acclaim learned their lesson with the Game Boy conversion? Hmmm.

Right then, everybody knows the drill with NBA Jam - the action is relentless, the slam dunks ridiculous and it's more fun than a jammy bun. All

ROB SAYS...

This is easily the best basketball sim on almost any system but it isn't a drastic improvement on the original. I reckon it's worth

hunting around the bargain buckets to see if you can find the first version on the cheap.



Hang on a minute. How can the same bloke possibly be slam-dunking at both ends of...

this goes without saying and only a team of buffoons could screw up the sequel. As a result this is great but what new features does it boast?

Well here for your pleasure is a cheeky list of features: We're talking about more secret characters, over 100 NBA

> superstars, all new slam-dunks as well as all the best bits from the original. Is it worth getting though?

Far too addictive playable, An instant classic NBA Jam TE may well be the most playable sports sim on the Game Boy and is a definite improvement on the first game but I absolutely refuse to bump up the original score of 89% until a two-player link-up mode is added. Come on Acclaim, how hard can it be? A

> More options than there are combinations on a lottery ticket. Well, quite a lot anyway.

> > YORK

WILKINS SERVED : 6 POWER : 6

WASHINGTON

...the court? Is he that fast? Are they twins? Or is this clever computer trickery? Hmmm.

GRAPHICS

The good sized sprites and almost liquid animation do justice to the bonkers moves



SOUNDS

The Game Boy can't handle the SNES' samples but a few would have been nice.



GAMEPLA

As with the original this is intuitive, addictive and most importantly top fun!



LIFESPAN

You can't ever really tire of such a tippety-top easy-toplay game.

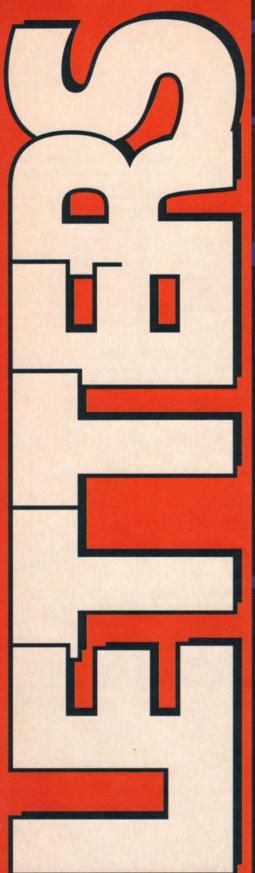


TOTAL! JUDGEMENT

'NBA Jam is a fine game on any format and this is better than the original but where's the twoplayer option?'







You know the score. pen to paper, fingertips to keyboard or, if you're an old-fashioned romantic why not say it with flowers?

GAMESMASTER SHAMESMASTER

I was thinking of buying Donkey Kong Country for the Super NES since you gave it 97% in issue 36. But GamesMaster (the TV show) said that Donkey Kong Country was dull and Earthworm JIm put it to shame. Should I still buy it?

Also, will you answer these questions:

- 1. Will Nintendo ever release a colour handheld system? If so, when?
- 2. Will the Street Fighter: The Movie be too violent for younger Street Fighter fans?

Finally, I'd just like to say your mag is brill. Keep it up.

Donkey Kong Country isn't dull, but of course GamesMaster is. But if I were you I'd wait for DKC2 now, as that is going to be very special.

Colour hand-held system? Yeah, it's a possibility. We also reckon a successor to the Virtual Boy may well be a portable SNES. Yes, we're serious. And, no, the Street Fighter: The Movie shouldn't be too violent. It's got a 12 certificate and even that is probably too old.

ULTRA SLOW RELEASE

I'm sure that you have plenty of letters to get through, so I won't waste any time and I'll get straight to the point. I have recently read in issue 42 of TOTAL! that Nintendo are planning to launch the Ultra 64 simultaneously in Japan and America on November 21 this year. 50 why can't it be launched over here around the

same time? It's simply not

always get everything first, and we end up getting it 10 years later! I think that we Europeans should be treated more fairly. Is there any chance of NIntendo launching the Ultra 64 in the UK before Christmas? Also will you please let NIntendo know that they will be losing millions if they do not change their plans. This is because the Ultra 64 is not released here 'til 1996 and people will buy other consoles for Christmas like the Saturn, 3DO or the PlayStation. I would much rather spend my money on an Ultra 64!

There are other editors that share your point of view and I'm one of them. We are desperate for Nintendo to launch in Europe at the same time as Japan and America, but at the moment there is nothing we can do. The only hope is that Nintendo UK will put enough pressure on Japan and America to make them realise that we're just as important as the rest of the world. As Take That might say, 'All I do each night is pray'

VARIATIONS ON A THEME

I am an avid TOTAL! reader (I have every issue) a huge Nintendo freak and I really must have an argument with you.

It's about your Theme Park review (iss 42), you are wrong in many aspects. The main one being the overall score - 93%, is that all? 93%, I mean come on! You gave Mario All Stars 99%, saying it was the best game ever, commenting that the gameplay was, and I quote, 'The best, most varied, most enjoyable gameplay in the history of videogames' So what you're really saying is that running, firing, firing a fireball and if you're really lucky, ooohhhh flying is more fun than building the longest, fastest most dangerous

Dear Rob

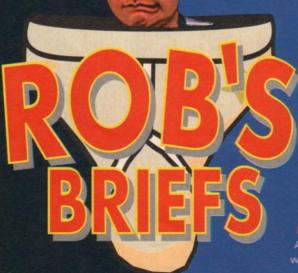
Will Sensible World Of Soccer ever come out on the SNES? Alex Berwick, Stafford

Probably not. An Ultra 64 version is the versions of Sensible World Of Soccer we saw were no better than

Dear Rob

Is it worth getting Mario All Stars if I've Peter Tocher, Eastbourne

waiting for Yoshi's Island, possibly the last



roller-coaster in the world. I don't think so!

The gameplay in *Theme Park* is so varied from country to country and even in each individual country, you don't have any idea what your competition is going to do. With *Mario*, all the bad guys are in the same place, doing the same thing.

I've decide I'm going to compare the two games (yes I know *Mario* is a platform).

GRAPHICS:

Theme Park

Each ride individually designed and every shop and stall, and even scenery, all in very bright, colourful cartoony designs. Just look at your park on pages 42-43. Score 9/10 MARIO:

Very bright and colourful but too simple, especially the backgrounds. Score 7/10

SOUNDS

Theme Park

Again, very bright and colourful, cheerful sounds. (It wouldn't be so good without the children being sick.) Score 8/10

MARIO:

The Mario tunes are cheerful enough, but the little phwat as you fire a fireball lets it down. Score 8/10

GAMEPLAY

Theme Park

Very varied with always something to do. Having two rides to repair and only one mechanic gives you lots of choices (hire a new one, shut one ride etc). Simply faultless. Score 10/10

Run, kill a Koopa Troopa, run, jump.

Thoma Par

Infinite. There is absolutely no way you could ever finish this game, and if you do just start again from Britain and so it all again. Score 10/10

I finished this in about two months and haven't been back to it since because I've seen all the endings. Score 5/10

TOTAL

THEME PARK 37/40 MARIO 26/40 93% 65%

GAME BOY CART!

And in case

you're wondering how I know about *Theme Park*. I got it on the PC when it came out a year ago and I'm still playing it today. I thought it was brilliant then and I think it's brilliant now.

Oh, and as a tip: ALWAYS put a coffee shop near the entrance of the park with caffeine levels set to maximum. This will get the little people burning round your park at Warp Speed.

Stephen Nichols, Norfolk

Dear Stephen

Top letter and a good little review, you might have a future in magazines. And just as we're entitled to our opinion, so you're entitled to yours. The only slight difference is that we're right and you're wrong. Cheers, then.

THE NEW ATKO

Dear TOTAL!

Hi, I must take it upon my humble self to tell you that you truly are the mag of the future. Please answer my questions.

- 1. I am a tall, dark, handsome, 11-year-old and very bright. What are the chances of me taking over from Akto?
- **2.** I have invented a game, tell me what you think of 'Chainsaw Carnage'.
- 3. Do you think there is another computer mag as fab as TOTAL!?

WEIRD PLACES I'VE PLAYED MY GAME BOY



Name: Dennis Staf
Age: Two and a half
From: Belgium
This is a picture of my little son
Dennis, he is two and a half years
old. Whenever I'm reading my
TOTAL! he's always stealing my
Game Boy! I hope you like his
photograph and wish you all the
best with your magazine.

Dear Chris.

What a lot of questions. I'll answer all three fairly quickly. Yes you can replace Atko, in fact we've been considering replacing with a chimp for the past couple of months. We'd probably get more sense out of a chimp. Chainsaw Carnage sounds good. Is it available on the SNES? When will it be out? How much will it cost? And no, there is no other mag as fab as TOTAL!

ever *Mario* game on the SNES.

Dear Rob,

Will the SNES go out of fashion in the next decade? Also, how many people are in the TOTAL! crew?

Albert Dock, Liverpool

Dear Albert

Possibly a made up name there I believe, how are Richard and Judy by the way? As for the SNES, I believe it'll still be going strong at the end of the nineties, but may start to fade out as we enter the next century. Plenty of life in the old dog yet.

The answer to your second question is four and a half, the half being Andy who still works on the mag but from the comfort of his lovely country residence. The lucky scamp!

Dear Rob

Is the Ultra 64 a console or a highly advanced set of bathrooms scales? (It looks to be the latter to me.) If it is cartridge based, it surely can't be as advanced as machines such as the Saturn and the PlayStation?

Andrew Joyce, Billericay

Dear Andrew

Yeah, it does look a bit like bathroom scales, doesn't it. Fear not though, it is going to be a world-beating console.

Yes, it will take carts, but that certainly won't stop it matching the ability of CD-based machines. The carts we're talking about will have capabilities far outweighing anything previously made and will be superior to any existing machines, including the two you mentioned, which I can't even bring myself to type the names of.

Dear Rob

Will there be a better Player Manager than Kevin Keegan's, such as Championship Manager on the PC, or Sensible World Of Soccer on the Amiga? If there is please can you send me a copy or tell me when it will be coming out.

Ben Abrial, New Ash Green

Dear Ber

I doubt if there will be a version on the SNES, as the *Kevin Keegan* game was about as good as you can manage on the SNES. Number-crunching games are better suited to the PC while the SNES will always be more fun. With the additional memory capabilities of the Nintendo Ultra 64, however, you can expect a football manager game to follow at some point. And thanks for the footy questions, they make everything worthwhile.

Rob

nother mixture of potential talent and complete dross lands on my desk yet again! Are you one of the lucky ones...?

Neil Maloney from Liverpool sent this painting in of what we thought was a liver bird, but Neil informs us that it is actually a chicken named Alfred. Eh, calm down, calm down.

Jonathan Dean of Elm Street sent in this nightmare of Earthworm Jim, still TOTAL! readers fave drawing topic!



Blimey! 15year-old Simon Ball from Scotland sent us this right hard pic, which deserves an extra special big thing as a reward methinks!



HOW I BOUGHT MY SNES by Alan Ward

I used to have a PC, but nothing would it do. I nearly bought a Sega, but that just wouldn't do

I looked in all my newspapers,

for a decent bargain. Then I suddenly remember, that famous centre parting.

Andy was that famous face, that popped inside my mind. So I ran down the newsagents, to see what I could find.

I looked through the window, to see a ray of light, Shining on a TOTAL!, that made it look so bright.

I pick up a copy, from the shining pile. Walk straight up to the counter, and bought with a smile.

I scanned through the magazine, to the swap, sale or buy.
It was then I let out,

a mighty warriors' cry.

I found a cheap SNES, with a couple of games. Unfortunately for me, he had mentioned no names.

Before I knew it I was on the phone, I'm talking to this boy. When I heard about the game, I bought it and laughed with joy.

TOTAL! is the very best thing, that money could ever buy. I could be tricking you, but I'd never ever lie.

So the moral of this poem, is TOTAL!'s really tops. So forget about your Sega, and pop to the shops.

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review, Cruis'n USA.

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They say that cheats never prosper, well maybe they're reading the wrong mag! With TOTAL! you can cheat yourself stupid. Help others less fortunate than vourselves to cheat. by sending donations to TOTAL! Tactix, 30 **Monmouth Street,** Bath BA1 2BW



N E Ilagon and Andy Dela, both from the Philippines, have got together to come up with this sparkling display of area codes for the Power Rangers. More codes here than Amelda Marcos has shoes. So a big thanks to Messrs Ilagon and Dela as they head back to the Philipines.

PASSCODE

1107
3847
5113
3904
1970
8624
2596
0411
1007
1212



SUPER

More help in overcoming Vader and this time it comes from Matt Ball of Ryde on the Isle of Wight. You're a right little stormtrooper Matt. In the nicest possible

When the title screen is up type A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y. Now start the game from the beginning and these things will happen: Hold B and press Start to finish the level.

Choose any of the characters in the game

Infinite 'thermal detonators'.

Han has 99 grenades.

Press DOWN, A, B, X, Y simultaneously to bring up the end credits.

All of the title screen cheats will be confirmed by Wicket shouting 'Yehah'



Cheeky monkey Simon Johnson from Scunthorpe has come up for Donkey Kong Country. Using the Game Genie press DDD, DDD, DDD

and all the lifts turn into Marios.





DONKEY KONG

Another sneaky Kong trick has been sent in from Sam O'Neill of Hitchin. He says that on Oil Drum Alley get the TNT barrel at the end of the level and walk along to the oil can and jump down the gap to go on a bonus game



for the all-action racing game

Type in CVBDDTWWFKMDHRBN for an amazing £6,549,000. You could buy the

THE RESERVE

shop! Not that you'd really want to, but it's worth knowing these things.



WWF RAW

After removing his tights and leotard, Stephen Sawtell of Eastry let us into the secrets of his wrestling success. And



there are bloody loads of them.

To do the following mega moves you must hold down the **L** button while doing them.

RAZOR RAMON

Razor's back flip elbow drop. To do this first get your opponent on the floor and get into the position you would where you would do an elbow drop and press left, left, right, B (remembering to hold down L while you're doing it).

To do a Doink's field goal kick, walk up behind your dizzy opponent and press LEFT, LEFT, LEFT, A.

LUNA VACHON

To do a Luna's splash first get in the position you would be in to do a belly flop and press LEFT, DOWN, DOWN, B.

To do Bret Hart's moonsault, get your opponent on the floor, climb any top rope and press RIGHT, RIGHT, UP, B.

To do Yokozuna's cannonball drop, climb one of the back turnbuckles and press DOWN, DOWN, B.

To do the Undertaker's running clothesline, press **LEFT**, **RIGHT**, **RIGHT** Y.

To do Shawn Michaels super drop kick press **DOWN RIGHT RIGHT A**.

To do Diesel's Super Throw, get behind a dizzy oppnent (who must not be too close to the ropes), hold down L and press DOWN, DOWN, RIGHT, B.

To do the 1-2-3 Kids Turn Buckle move, get your opponent on the floor in the top half of the ring, climb a turn buckle and press (while holding down L) UP, UP, UP B.

To do Lex Lugers Round House Punch,

hold DOWN L and PRESS UP, UP, DOWN, B.

To do Owen Harts Spinning Clothes-line, hold DOWN L and press UP, RIGHT, DOWN (and hold DOWN Y to keep going. To do Bam Bam Bigelows Torpedo, press up down and left or right, depending on which rope you are going to bounce off and press Y (remembering to hold down L while you're doing it).

To change attributes. (Remember to press select on the character select screen and press all buttons at the same time.)

RAZOR RAMON – YAL

DOINK – A Y LEFT START

1-2-3 KID – LEFT UP START A

LUNA VACHON – A UP RIGHT

BRET HART – DOWN LEFT START

YOKOZUNA – UP Y A

DIESEL – DOWN Y A START

UNDERTAKER – RIGHT Y START

SHAWN MICHAELS – LEFT DOWN A Y
OWEN HART – Y A UP START

LEX LUGER – START DOWN RIGHT BAM BAM BIGELOW

- START Y A

Some other things:

With these pokes you can set everyone's attributes to one and make the tournaments and rumbles a walkover.



In one-on-one, bedlam or tag team non tournament matches, deck the ref five times and he'll leave the ring. You can then deck him out there as well.

When outside the ring when two people lock up, jab them with a chair a few times and weird things happen.

And there's more:

All wrestlers are the colour of player one: **7E003F00**

Wretlers are made of metel: **7E003FFF**Royal Rumble outside ring (use only in
Royal Rumble mode): **7E002FFF**No piec: **7E000FFF**

No pins: 7E000FFF

Men outside Royal Rumbles:7E004204
Teleport outside the ring (if you do this in Royal Rumble you will disappear out of the screen to the right, so walk down and round to the front of the ring. This is good for a laugh and it can go on as long as you like.): 7E004006

Do you want me to repeat all that for you? Yeah, well tough.



JURASSIC PARK

Matthew Buttery lives in boring old Milton Keynes and so has nothing better to do than come up with cheats for TOTAL! So here's three big cheers for Milton Keynes.

When the dinosaur opens its mouth at the beginning of the game press: UP, DOWN, LEFT, UP, DOWN, RIGHT and SELECT. Repeat this again until you hear a small explosion.

Now start the game anywhere on any level if you press: **A, B**, start and select at the same time to skip levels.

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING



See what I mean, Matthew Buttery is at it again with another cheat for the Game Boy. He must be so bored in Milton Keynes.

On the qualifying lap crash into everything in sight to begin first in the race.

DYNABLASTER



Yet again it's Mr Buttery of – yep, you guessed it – Milton Keynes. Now it's *Dynablaster* that's keeping him busy as the days pass by in Milton Keynes.

Enter XM88 TFTD on the password screen to get to the last stage, Faria , with 34106 gold coins.

CASTLEVANIA 2 – BELMONT'S REVENGE



Look Matthew, don't think we're not grateful for all these cheats, we're just worried that you're not getting enough sun. There are probebly 'missing'

posters up in Milton Keynes asking of your whereabouts. Anyway for Castlevania 2, go to the password screen and enter: Candle, Candle, Heart, Heart to begin the game with nine extra lives. Also enter: Ball, Heart, Candle, Heart to get to the final boss – Count Dracula!





Stop it Mathew, go outside now while all these grateful people zip through *Road Rash* with your help.

Enter **9GGG BB2K 4KKD** to get to Level 3 with \$39.300

JOE AND MAC – CAVEMAN NINJA



Okay Mathew, this is the last cheat we're going to print, thanks for all your help in this issue. We're on our way to Milton Keynes to check that you're okay,

see you in a couple of hours. While we're off to Milton Keynes, all you lucky TOTAL! readers can once again benefit from the stirling work of Mathew Buttery.

Anywhere on any level, just hold down **B** until you go all white, when this happens let go of **B** to get an extra powerful throw. Enemies only need one of these to get killed (apart from bosses).

Don't hold **B** for too long after you've gone all white, otherwise you'll lose some of your energy.

HUMANS



Level 1 GBcdqf Level 2 xxgfwv Level 3 qwqrfd Level 4 gsdqqq Level 5 glplsd

Level 11 pyqnch Level 12 zzvnnw Level 13 cqzfdg Level 14 mnmlkv Level 15 gsfdgj

Level 21 lypzmx Level 22 ksjdhf Level 23 vqnryt Level 24 pyqwmn

Level 25 yvqrnh

Level 6 ccbdqg Level 7 gfhqnn Level 8 nnmtqy Level 9 mnnlllyr

Level 10 qbcnvn

Level 16 rrpyyr

Level 17 plmkyv

Level 18 gvftyc Level 19 wqgzsw Level 20 gtvbhy

Level 26 ggkknq Level 27 vnhsqf Level 28 kkvjjd

Level 29 njsjsm Level 30 lgvrhw Level 31 sqvywq Level 32 gllmzg Level 33 gdnrjh

Level 34 nhfdgg Level 35 srwyyt

Level 41 dxdfkj Level 42 ngrfvn

Level 43 gklsdv Level 44 ygrgmq Level 45 gkrmvk

Level 51 klwypy Level 52 wpwvwv Level 53 pgwmdv

Level 54 lygpsy Level 55 nfvsnv

Level 61 nxslss

Level 62 vxcvpy Level 63 jkhzsc

Level 64 xcnbsd Level 65 qwfnhw

Level 71 qwdnvb

Level 72 sdsdfr Level 73 jdfbdj

Level 74 pyyqnn Level 75 ldjjhf Level 36 kgjhwt Level 37 pvvrmv Level 38 qrnnfg Level 39 hwsppw Level 40 myqypq

Level 46 qqqkkf Level 47 ynqppw Level 48 mmznnx Level 49 jkkshh Level 50 yqqqdn

Level 56 Iskdfk Level 57 vnvnjs Level 58 qqrtvn Level 59 dfndfh Level 60 Ihqrtn

Level 66 jdfnhw Level 67 qwnvyz Level 68 wqflqn Level 69 wqrzxc Level 70 zxcmnb

Level 76 qynypz Level 77 ccvnkz Level 78 yytrtr Level 79 cbcycb Level 80 jdpjnk

CODES

INTERNATIONAL SUPERSTAR SOCCER



(International and World Series codes)
7E1FA200 – three minute game instead of five 7E1FA202 – seven

minute game instead of five.

MORTAL KOMBAT3

Top ninja-playing geezer Barry Hodgson from Wellingborough has written to us with every move you could ever wish for on the *Mortal*

Kombat III coin-op. So go and kick butt down at the local arcade with this little fight-fest.

SHEEVA

Teleport Stomp – Down and up

Four Hit Combo - High

Fireball – Down, down + forward, forward and low kick.

punch, high punch, low punch and high punch. Or low kick, high kick, high kick, back and low kick.

SINDE

To fly – Back, back, towards and high kick. When in air press: Down, down + forward, forward and Llow kick. This will send down a fireball.

To land - Press block

In the air – Press forward, forward, forward and high punch

Four Hit Combo – High punch, high punch, low punch and high kick.

STRYKER

Baton Throw – Forward, forward and high kick.

Granades - Forward, down

+ forward, down, down + back, back and high punch.

Baton Trip - Forward, back and low punch.

Three Hit Combo – High punch, high punch, low punch.

Death Move (He puts a bomb on the opponent) – Go up close and press: Down, forward, down, forward and block.

KANO

Flying Roll - Charge, low kick.

Knife Throw – Down, down + back, back and high punch.

Knife Uppercut – Down, down + forward, forward and high punch.



7E1F9601 - No fouls.

7E1F9801 – No cards. **7E1F9001** – No offside.

7E1F9001 – No offside.
7E1F9200 – Always sunny weather.
7E1F9202 – Always snow.
7E1F9201 – Always rain.



(Training Mode codes)

7E1E3830 - Stop clock. 7E1E3C30 - Stop bonus clock.

(Open game code)

7E1F9F03 - Black ball and a Noob Saibot Referee.

SUPER STREET



7E053706 - Ryu's two specials in one, with red fireball. 7E053E1E - Ultimate

7E050402 - Guile's Killer Throw (Walk into enemy, press hard punch).

combos (just jump into your opponent).









7E0A78A0 - Infinite energy player one. 7E0A7AA0 - Infinite energy player two. 7EA07CA0 - Infinite energy player three. 7EA07EA0 - Infinite energy player four.



Death Move:

1. Forward, forward, forward and high kick.

2. Forward, forward, forward and low

Seeker - Forward, down + forward, down, down back, back and high punch.

Death Move - Hold block, press back four times and high kick.

NIGHTWOLF

Green Sheild - Back, back, back and high kick.

Sholderdash - Forward, forward, forward low kick

Hatchet Uppercut - Back, down + back, down, down + forward, forward and high punch.

Four Hit Combo - High punch, high punch, low punch, back, down + back, down, down + forward, forward high punch.

Death Move - Up close press: Down, forward, forward and high kick.

Sector

Teleport - Forward, forward, low kick.

SONYA

Rings - Down, down + forward, forward and low punch.

Bicycle Kick - Back, back, back low kick. Leg Grab - Block,

Wave Jump -

and low punch.

Air Punch - Forward, back, high punch.

Five Hit Combo - High punch, low punch, back and high punch.

Death Move - Anywhere press: Down three times, Forward and low kick.

TOTAL! SOLUTIONS

We spoil all your favourite games by tipping them right up!

Alfred ChickenGB19-23
Alien 318
Bart Vs The Space Mutants NES12
BatmanNES6
Battle Of OlympusNES9
Battle Of OlympusGB22
Cannon FodderSNES39 Castlevania IINES10
CybernatorSNES22
Defender Of The CrownNES4
Digger T RockNES6&7
DizzyNES 19&22
Donkey Kong CountrySNES38
Dragon's LairNES10
Dr Franken
Duck Tails
Earthworm JimSNES37
FaxanaduNES17
FlashbackSNES 27-28
Fortified ZoneGB5
Gargoyle's QuestGB13-14
Hebereke's PopoonSNES39
International CricketSNES44
Judge DreddSNES44 Jungle StrikeGB69
Little NemoNES11-12
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Mega Man IIINES22
Mickey ManiaSNES37-8
Mortal KombatSNES21
Mystic QuestGB30-31
NBA Jam TESNES41
Prince Of PersiaGB10-12
Probotector
ProbotectorNES16
Probotector IINES20
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Super Mario:The Lost Levels SNES26 Super Mario LandGB1-2
Super Mario:The Lost Levels SNES26 Super Mario LandGB1-2 Super Mario Land 2GB17
Super Mario:The Lost Levels SNES26 Super Mario LandGB1-2 Super Mario Land 2GB17 Super Mario WorldSNES7-12
Super Mario:The Lost Levels SNES26 Super Mario LandGB1-2 Super Mario Land 2GB17 Super Mario WorldSNES7-12 Super MetroidSNES31-3
Super Mario:The Lost Levels SNES26 Super Mario Land
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Super Mario:The Lost Levels SNES

Turn to page 61 to order all the back issues you'll ever need!







The original *Turrican* was way too easy. So much so, in fact, that we actually received complaints about our generous score. Well all that's changed with the release of the sequel. Now you lot are begging for help, there's no pleasing some people. Anyway, here you go, you bunch of cheats.

GUIDE PARTONE

LEVEL 1

There's no need to describe the first half of the level because it's easy. Just remember to progress carefully picking up any bonuses as you go. The dragon things that pop out of the ground



are a bit of a pain, but if you keep your distance and keep plugging away while jumping over the rocks they fire you'll be alright. When you reach this point here, (A) jump into the buggy.

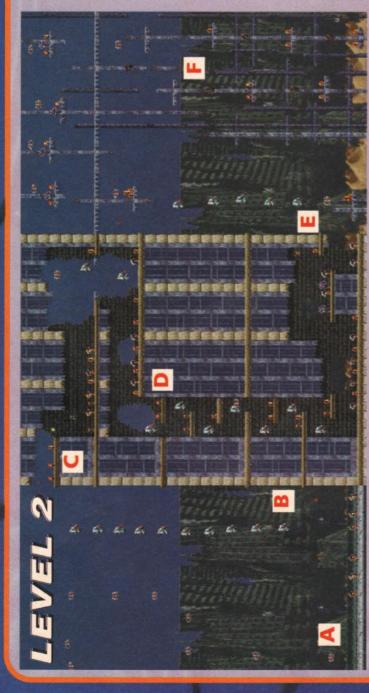


Once you're in the buggy you're pretty much invincible which makes it all a bit pointless really but there you go. When you see areas like this one here (B), jump at the top of the hill and

you'll collect all the available gems. Good timing is crucial on the second hill because there's an extra life there. Eventually there's an airborne attack. You could ignore the enemies but then it'll just carry on forever. Keep firing and as they swoop towards you jump on top of them to destroy them. Eventually they destroy the buggy but it's inevitable and makes up part of the plot.



This is the first Boss. He's a piece of cake really but does take a bit of time to kill. If the face in the wall is up high, move right so that the shots he fires go over your head. If he's lower down move left and jump over his shots if necessary. Remember to keep firing all the time. It doesn't seem like you're doing any damage but gradually all the panels fall off the wall. Use smart bombs if you get bored (it might be wise to save them up though).



Point A – Shoot this power up to get the blue laser weapon, this is good against the little short robots (they look like ED209s out of Robocop).

* B - To get up this wall quickly and avoid the shots of

the robots that are all the way up on your left side simply push right and while doing so alternately and rhythmically press jump and grapple (right collar button).

Point C – You're forced to pick up the rebound weapon, which seems rather crap, but you'll see why it's good a minute or so.

which seems rather crap, but you'll see why it's good a minute or so.

Point D – Ah-ha. These lightning bolt-firing robots are complete gits if you're on the same level. So, stand on the

weapon bends around the gap and kills them. Drop down

platform above, face the gap and fire. The rebound

and repeat the process until you reach the bottom.

Point E – This gap can be treacherous. Make sure you're right on the edge when you jump right or you'll hit your head and fall into oblivion. Now use the grapple technique to climb up the left hand wall. When at the top repeatedly use the grapple to swing all the way right firing at any enemies who come along.

Point F – Ignore all this space. There are bonuses down here but getting back up is a bugger so just go all the way across the top.

Point G - Get the bonuses out of this power up device. You'll

Point H – Those little gargoyles that cling to the pillars are easy to waste. But when they poke their heads out they fire three missiles at you. Fire a bit to destroy the gargoyle but quickly duck and the missile goes over your head.

Point I - Don't ignore this power up, it may well contain something you need (like an energy heart).

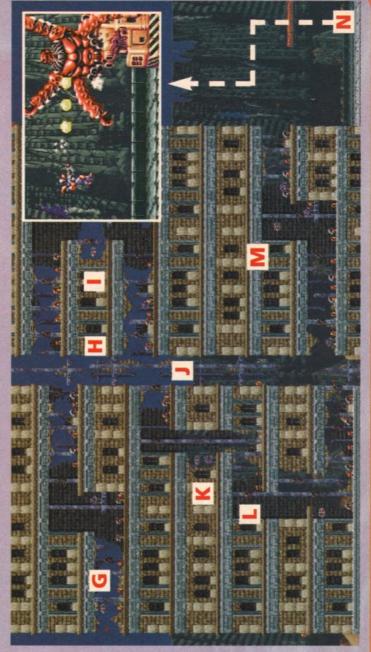
Point J – At this point, if you drop right down it's a dead-end and it's a pain to get back up and left again. Instead, from the right hand side, jump left, grapple, then swing into the left and corridor firing as you go.

int K - More bonuses. Go get 'em.

Point L – You might want to use a smart bomb as you drop down to the bottom because there are a lot of enemies that are hard to avoid.

Point M – Shoot this power up icon because there's a laser in here which you'll need for the boss and an energy heart.

Point N – This boss is a doddle, if you remembered to pick up the laser that is. Stay to the left and keep jumping and firing as he approaches. When he gets close run right avoiding his arms. Now stay right and shoot left until he gets close. Keep repeating until all his arms come off and he tumbles. A smart bomb gets rid of him really quickly.



won't hit the tongue.

you don't jump you

As you've probably already

gue. Always keep to the

right or left and jump and fire repeatedly. If

FL 4 BOSS

As the bad guy rotates,

ump to avoid the ton-

rises up through the level. The around anyway. The flat bit of noticed this isn't the whole of poisonous gas that constantly trying to get the timing right, there's plenty of extra energy but if you reach a flat surface platform that's grey here is a short anyway and dead easy. not grey on the actual game, spinning spikey collar things avoid but don't hang around collapsing platform. They're it will collapse. As soon as it the level shown here. That's really aren't too difficult to because this level is pretty because there's a cloud of that move back and forth You need to move fast



or you'll fall out like this

losing a life.

the corners of its mouth

be careful to jump over

rotates a bit quicker so

damage the creature

When you inflict real

He takes an awful lot of him. A good strategy is hits and smart bombs plugging away at him also take ages to kill to let off a couple of start then just keep smart bombs at the



right and jump. At the end of

the level is a sheer wall. Use

nique I described for Level 2

to get up there quickly.

the jump and grapple tech-

starts to do so keep running

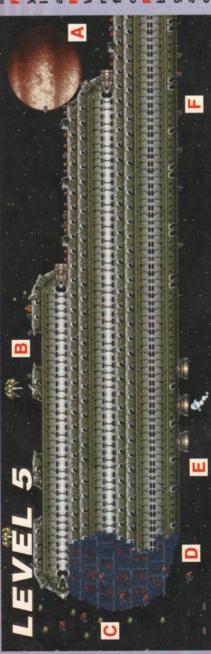
Point C - Drop down onto one of the girders. Take are two of these.

Point D - When you're on the lowest girder, wait. your time and successively drop down onto the lower girders. Make sure you watch out for the asteroids as you go.

right or you'll hit the lightning and die. Instead fire your grappler diagonally right to grab hold When it goes as far right as it can don't jump

Point E - Use the grappler to position yourself in ghostly things appear keep firing until they die and the jet explodes. Then move on to the next one. Be careful not to fall off or swing to much between the two jets. When they fire and the when firing. of the ship.

you have to be bloody fast because little robots appear and sever your grappler. If they start to do this, immediately grapple right again to get Point F - As you swing all the way across here away from them.



edge yourself towards the mouth of the guns. You can wedge yourself in behind these lumps then keep firing send you backwards. Keep jumping over the beams to Point A - The beams of light that these things fire out until the gun thing is destroyed.

Point B - These big robots look menacing but are quite weedy. Stay on the high ground on the right and keep iumping and firing. When he gets close, wait until he stops firing and run left to the opposite high ground. Repeat the process and the robot will explode. There

LEVEL 3



Watch out for those laser beams. Make sure you manoeuvre in plenty of time because the bike's a bit sluggish.



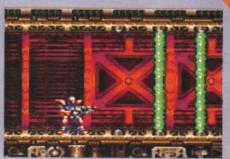
Stay in the middle and keep firing. If you do get hit try to pick up one of the many hearts that come along.



The easiest way to get past the laser beams lining the ceiling and floor is to carefully grapple yourself right through the middle of them. Keep firing to clear up any robots that are on the floor.



You encounter this huge cannon twice before the boss at the end of the level. Cling to the left hand wall and keep firing. Watch where his laser turret is aiming and adjust your position accordingly. A smart bomb will get rid of him.



When you get to vertical beams like these, stay to the left and study the way in which they flash on and off. When you've worked out the sequence dash through at the appropriate moment. Don't rush it.



The final time you meet this Boss. He's harder this time and there's also no floor. Again stay clinging to the left wall and adjust your position as he aims the cannon at you. If he shoots you off (ooh-er) quickly push left and grapple to cling back onto the wall. When you kill him, the brain that was inside becomes visible. So...



... what you need to do is position yourself below the brain and jump right and grapple onto the brain. If you get it right, like we have here, the brain carries you safely across to the corridor on the right which takes you onto the end of the level.



These blighters again. Keep firing. This time there are these bombs to cope with as well so keep your finger on the fire button and then just weave around. Sorry that's a bit crap but this one really is down to practice.



AAARRGH! Mad bikers. As they extend their big drills press B to zoom slightly into the distance. Then move in front of them ending up on their other side, then simply ram them against the wall several times to kill them. If their drills start



coming out repeat that into-the-screen manoeuvre. There are about three of them so it's important to be careful and get it right.

It's time for us gamesplayers to stand up for ourselves and dispel the myth that we are sad, pale, nocturnal creatures who lead a solitary existence locked away in our rooms with only our consoles to console us. In fact, the truth is quite the reverse. We're friendly sociable types dammit, and by way of proof, here we present the very best in multiplayer games.

SUPER BOMBERMAN 2

one game on any system that never fails to hold up work for days at a time it's Bomberman, and Bomberman 2 on the SNES is the ultimate version. The single player game is okay, but get an adaptor and plug in four pads and you're in for the fight of your life. The idea is so simple, four players run around simple mazes planting bombs in the path of the other players. The last one alive wins. It's brilliant. And with dozens of mazes with a

variety of bits of interactive scenery (such as teleports and gas vents) and a weapons system that gets more powerful the more power-ups you collect, it'll keep you entertained for ages (if not a whole lifetime, it's that good). The other games in the top 10 are good, no they're great. In fact, they're better than great, so when we tell you that this most definitely tops the lot can you really afford not to rush out and buy it?

ISSUE 35

94%

SENSIBLE SOCCER

There's nothing sensible about the graphics in this game. The players are no bigger than a pinhead (oh all right, they're about the size of a frozen pea) but by keeping the visuals modest, Sensible Software created the best footy game of all time. In keeping with the visuals the player intelligence was also kept simple, but the logic it uses is practically flawless and what you end up with in two-player mode is a game which

MICRO MACHINES

Codemasters enhanced the original by including a clever four-player option which enables two players to use each pad simultaneously. The button sharing is a bit fiddly at first but it's well worth the effort. The game, as if you didn't know, is a simple topdown racer in which you race weeny, but highly manoeuvrable cars around tracks based on household environments. And as well as wrestling with the controls you also have to watch out for the heap of hazards dotted around. The whole thing has been thought out perfectly. This is 100% gameplay perfection. It's the best SNES racer you can play, and indisputably the second best multi-player title.

ISSUE 35

responds effortlessly to your every whim with computer players who are almost always where you want them to be. What all this boils down to is complete freedom so that you can ignore the fact you're playing a videogame and simply enjoy the thrill of a tense and mega-fast battle of wits against a friend. And there are the detailed player stats and tournament options to keep you going.

ISSUE 25

SUPER STREET FIGHTER II

We know that Mortal Kombat 2 sort of equalled SSFII in gameplay terms so before we go any further let's just say that if you're a real Mortal Kombat freak, simply swap these two mini reviews around, we don't mind. Anyway, what is it that makes SSFII one of the two best two-player combat games ever? It's hard to say really. The speed comes into it, as does the range of moves and special moves. Also, the fact that all the characters are equally powerful (albeit in different ways) adds to the versatility of the game. But it's the effortless ease with which you can control the characters in the game. Like the best games, the joypad ceases to stand between you and the game so it ultimately becomes a battle of

wits and the player's ability to use his skills and judgement to his or her best advantage. In fact, it could be argued that the gameplay is as good as it can get and the only improvements that can be made are in terms of added characters and special moves.



The latest and, we think, greatest of the blobby puzzle games. Just as we were about to get tired of this sort of game along came this one which turned the whole idea on its head. In this game, you fire blobs up the screen instead of them simply falling down. And the firing device you use can smoothly rotate through nearly 180° and this gives rise to a much more tactical and also skillful challenge in which you can accurately position the blobs in order to achieve your opponent's downfall. Give it a go. You may, like me, get really miffed with it for the first half hour. Beyond that, wild horses couldn't drag you away.

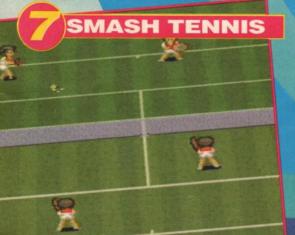
BUST-A-MOVE

MORTAL KOMBAT 2



Mortal Kombat was an embarrassment. Somehow though, Acclaim looked at what they did, saw it was not good, and pulled out all the stops to create a sequel that is every bit as good as the rival Super Street Fighter II. I could go into detail about what makes this the height of two-player fighting action but, all the same, comments that apply to SSFII apply to this. Whether it was through luck or pure hard work on the part of the programmers, that elusive ingredient that makes all the best games work so well has been captured. When you screw up, there's no

shouting, 'I didn't do that!' or 'The sodding joypad doesn't work!' Well, you could shout that but you'd be lying. It all works perfectly and apart from minor graphical differences it's practically impossible to distinguish it from the coin-op.



For a looong time Super Tennis looked like it couldn't be bettered. Then along came Smash Tennis. The cutesy Japanese style that worked so well for that first game did the business for this one also, and the similar gameplay also made you feel immediately at home with the cart. But it was the addition of a few neat little touches and the ever-so-slightly improved ease of play that made this the obvious successor to the throne of best ever tennis game.

would be a grave disservice. This is one of those titles that only very occasionally comes along and manages to astound everyone with its originality and weirdness. You and a friend control little rendered unicycles which zoom at unbelievable speed along single tracks. There are jumps, sticky bits and reverse sections of track to be avoided and all the time you have to gain speed, not by pressing an accelerator button, but by performing intricate stunts while in motion. It's totally bizarre and quite unfathomable to start with. But eventually the skill and dexterity you can employ is dazzling and the competitive element is monstrous. A truly original game and a completely unique two-player experience.

UNIRALLY

It could be described as a race game as this is what it essentially is. But to do so

NBA JAM TE

You normally have to work at a game and learn all the intricacies of the gameplay before you can reap the full rewards. Not so with NBA Jam. Grab an adaptor, shove four pads in and the moment you start to play you'll be whooping around screaming and shouting at each other like your life before had been a meaningless chore. God knows why it's such an instant. laugh, but it is. It could be the speedy and constant to-ing and fro-ing of the ball as each of the four player vie for possession. One things for sure, this accessibility grabs you right from the start and makes learning any tactical plays a real joy. Oh, and it's probably the fact that instead of emulating real basketball the game sticks to just two players a side giving you plenty of freedom of movement and keeping all the players involved all of the time. And, of course, as the title of this sequel suggests, not only do you have the

classic NBA Jam gameplay, but you also have a range of tournament options to get stuck into. A veritable barrels of laughs

SUPER **PROBOTECTOR**

Some people out there will probably think we're mad, but before we entered this game into the top 10 we dug it out and had a good play to see if our memories were playing tricks on us. But no, this two-player shoot-'em-up is still an atmospheric and exciting experience even by today's standards. And it's the superbly co-operative two-player mode that really gives it an extra kick. There are many moments throughout any given game that you feel truly resentful that your partner didn't give you enough back up, and, conversely, there are times of great pride as you tactically use one character

to provide cover while the other one launches an all out assault on the enemy.

COMBAT GAN

All right, so this isn't yet a Super NES game, but we reviewed the coin-op in issue 40 and as far as we're concerned it's not only one of the best Nintendo games ever, it's also one of the best beat-'em-ups ever. You can't play it at home, but if you get the chance, grab a mate and get down to your local arcade because this has all the playability of the top combat game with super-charged ultra-atmospheric graphics to boot.

ISSUE 40 - RATED 9



URTLES TOURNAMENT FIGHTE



Not quite ver SFII or MK2 but it's damn close. The one-player mode was a bit pump but when played head-to-head this turned out to be a surprisingly accomplished combat title. The same gameplay, the same moves, but unlike many other pretenders which couldn't quite get the 'feel' right, TTF managed to capture the essence of the quality beat-'em-up.

ISSUE 25 - RATED 90

A surprisingly good game with a distinct slant on the rest of the fighting games. The combat system awards you more moves as you become more accomplished and this works to make this a refreshingly different experience.

ISSUE 31 - RATED 91



Honourable Mentions...

Nowhere near as playable as SFII or MK2 but Clay Fighter 2 (Issue 38 - Rated 89) includes a healthy dose of humour and comical variations on the

theme. The first game was good, but in this sequel the gameplay was tweaked a bit and the characters were even more entertaining

However, it's only for real beat-'em-up nutters who fancy a bit of variety. And for a yet different slant on the beat-'em-up theme you could do worse than to give WWF: Royal Rumble a go (Issue 19 – Rated 83). WWF games are generally bloody awful, but this one just about manages to cross over the gameplay line that runs between uncontrollable tosh and an acceptably smooth challenge. It ain't the best thing ever, but it is a playable and functional translation of the mystery that is American wrestling.



SPORT SIMS!

NHL '95

It's the most unlikely of sports to capture the imagination over here really, but when the NHL series of games appeared they immediately became super-popular and that's down purely to the fact that the gameplay is silky smooth. Whether you're a hockey fan or not, there's no denying that this is multi-player fun at its best. The slippery ice makes it sort of tricky to get into but once you're there the experience is smooth as silk and ultra competitive.

ISSUE 37 - RATED 92

ISS

Speed is not the name of the game here, nor is it perfection in tactical terms. What makes ISS a winner is that it's the ultimate group footy experience. This is due, in part, to the excellent animation, but also to the superb sound effects which capture all the excitement of a real footy game. Couple this with the excellent tournament options and you have the finest excuse for getting all your mates round with a stack of drinks and food for a riotous evening of loudmouthed footy revelry.

ISSUE 39 – RATED 88

MADDEN '95

Okay, it's another American sport, but again, *Madden* is the sort of game that, with a little perseverance turns out to be a real lesson in how to create good basic gameplay. For fans of the sport it's totally unbeatable, and for any others, well, it's feasible that it could turn you into a fan almost overnight.

ISSUE 37 - RATED 84

Honourable Mentions...

Tennis games have always been rather smart on the SNES so it's no surprise that as well as Smash Tennis we also have the older, but still brilliant, Super Tennis (Issue 5 – Rated 96) to smash around. It's only slightly inferior. The two games are similar in many respects but Smash Tennis managed to just take the gameplay a bit further. And for true tennis freaks, your next wad of tenners should go into a copy of Jimmy Connor's Tennis (Issue 15 – Rated 93). This is a more realistic version of the game and while it loses some of the simple playability, there's more choice in terms of tournaments, players and so on.

Since we're in the UK we might as well plug a couple more versions of our favourite sport, footy. After ISS and FIFA (Issue 30 – Rated 90), the next obvious step is World Cup Striker (Issue 30 – Rated 92). It's not the most in-depth soccer sim, but the gameplay is slick and speedy so it works well as a two-player game for people who want a quick footy fix. Further down the scale comes Striker (Issue 20 – Rated 94). For a long time this was the best you could get on the SNES. It has now been bettered several times over, but if you're a gamer who likes more than just a couple of titles, this still won't disappoint. And finally, if you're really desperate for kicks you can always try Kick Off 3 (Issue 30 – Rated 89).

PUZZLERS!

KIRBY'S AVALANCHE

Own a copy of Super Puyo Puyo? Forget this game then. It's exactly the same cart but with Nintendo's Kirby character slapped all over it to make it more palatable to us westerners. I could go into great detail about the gameplay, but it's basically just another variation on the theme of, well, all those other blob-dropping puzzlers, and a very good variation it is too.

ISSUE 43 - RATED 91

HEBEREKE'S POPOON

Not only is the gameplay a riot, the sound effects make this a treat. All sorts of weird Japanese exclamations spew forth from your speakers and in no time both players are repeating them parrot fashion. The game is perfectly adequate but the bottom line is that both players simply end up having a right good giggle at it.

ISSUE 37 – RATED 90

RACERS!

SUPER MARIO KART

Some people can't see what all the fuss is about, but for most, this remains a quirky and hugely enjoyable racer especially in head-to-head mode. It's not the most thrillsome ride, but when two people trade wits it's about as much fun as you can possibly wish.

ISSUE 11 - RATED 82

STREET RACER

Pitched as a Super Mario Kart plus, this certainly boasts a lot more features, but somehow the whole doesn't equal the sum of the parts. It's a riot, that much is true, and there's a rather clever four-player split-screen option, but the gameplay never quite matches that of the super slick Mario Kart.

ISSUE II - RATED II%

STUNT RACE FX

It actually works better as a one player game but it was after all a milestone in technical terms and still represents one of the best proper 3D racing games out there. Don't expect extreme speed thrills.

ISSUE 32 – RATED 94

Honourable Mentions...

Apart from the stonkers already mentioned there are a few others that deserve a mention. They're good, but they're not original classics so stop reading now if you're not a real driving nut. *Top Gear* (Issue 9 – Rated 93) is a very traditional, and a viewed-from-the-driver's-seat affair that's a bit basic in many respects but does have one thing on its side, speed. And it remains break-neck even in split-screen two-player mode.

A rather bizarre racing option comes in the form of Astro Go Go (Issue 32 – Rated 80). It's a Mode 7 jobby a bit like F-Zero but more cutesy in its approach. It's not the most controllable thing ever, but it is a little bit different. And that leaves

us with Lamborghini American Challenge (Issue 23 – Rated 91). Again it's a more regular racing game and while it's not as speedy as *Top Gear* it still manages to grab you by the gonads (at least in two-player mode).

SHOOTERS!

ZOMBIES

How do you create a unique shooting game that two people can play at once? One way is to make it a maze game and give it a bizarre B-Movie theme incorporating loads of hilarious level names and outlandish enemies (such as killer babies). Chuck in a load of lovely weaponry and that's about it. The gameplay itself isn't the most original thing ever, but it's so damn playable and the characters are all so intriguing that it doesn't really matter.

ISSUE 22 – RATED 92

POP 'N' TWINBEE 2

It's a cutesy Japanese, only it's a proper shoot-'em-up as well. And of course the reason it's appearing here is that it can be played by two people at once. The graphics are over the top cute with the two little spaceships looking a bit like lovely cuddly bumble bees and enemies such as a giant floating acorn. It's very odd really but in gameplay terms it is very much in the classic shoot-'em-up style. And, of course, if you like Konami's style of game you'll feel right at home with this one.

ISSUE 27 - RATED 90

CHAOS ENGINE

It's another viewed from above stroll-aroundand-shoot-stuff sort of thing. The style of it is Victorian technology like in those Jules Verne stories so the thing has a very distinctive look and feel. What's more the challenge is big and there's plenty of genuine opportunities for the players to help each other out (unlike some games in which you just fire a lot and there happens to be two of you along for the ride). It's not as action-packed or fast moving as, say, Super Smash TV, but it is very slick and involving.

ISSUE 29 - RATED 90

Honourable mentions...

The game was knocking around on other formats for years but classic shooting gameplay of the kind you find in Super SWIV (Issue 16 -Rated 83) doesn't age. Much of the fun comes from the fact that two players, one in a chopper and one in a jeep, can play at once helping each other out with various ground- and air-based adversaries. For the most manic shooting action ever, two chums should have a pop at Super Smash TV (Issue 8 - Rated 93). The gameplay gets slightly repetitive but this is as actionpacked a game as you'll ever have played. And to finish, we might as well just mention that Bomberman (Issue 19 - Rated 93) is pretty damn smart. It's not really any different from Bomberman 2, but you may well be able to pick up this older game a lot cheaper so keep your eyes peeled.

If you've got a Game Boy and some spare cash then you need help fast before you buy something you might regret. The complete TOTAL Recall could be your kmight in shining paper

Game Boy

Colour Coding

- Recommended games.
- New entries.

4-in-1-FUNPAK (88%) Iss 43 In theory this is a dull cart but after paying each game and co the price this is a must buy. Go forth

4-in-1-FUNPAK VOL2 (73%)

Iss 43

Not bad entertainment and great value for money but not the most exciting cart in the world. Just a bit

ADDAMS FAMILY (52%) Iss A tough challenge, but it's all a bit plain. More pukey than ooky. ADDAMS FAMILY: PUGSLEY'S

SCAVENGER HUNT (78%) Iss 19 Unoriginal platform formula, but it's big, tough, and addictive.

ADVENTURE ISLAND (56%) Iss 9 Loads of levels and smooth, clear graphics. Lame gameplay, though.

ADVENTURE ISLAND 2 (40%) Iss 19 Dull, samey and overly-easy plat-former. You'll finish it in a few days. THE ADVENTURES OF ROCKY One of the naffest platform collect

em-ups ever to hit the Game Boy. **ALADDIN (88%) Iss 35**

A beautiful and exciting platformer marred only by abundant continues Definitely worth serious consideration though.

ALFRED CHICKEN (85%) Iss 17 A classic-looking yet original game, with fab graphics and superb desig ALIEN OLYMPICS (73%) Iss 34 As good a version of Track'n'Field as I can imagine on the Game Boy,

with all the events, a two-player game and, of course, some aliens, A lot of button-bashing, but not much real sweating.

ALIEN³ (83%) Iss 17 Big, eerie and rock 'ard arcade dventure. And much better than

ALIEN VS PREDATOR (79%) Iss 25 A pleasant surprise after all the hassle with the Super NES version
THE AMAZING SPIDER-MAN

Moderately fun beat-'em-up. The licence doesn't help

ANIMANIACS (82%) Iss 42 Good stuff, but what could have been the best Game Boy platformer in years is let down by its size.

ASTERIX (74%) Iss 20 A tough but bland platformer, which ned by the awkward controls. ASTEROIDS (55%) iss 5 The simple, but compulsive blaster of

old just isn't the same on the

BALLOON KID (76%) Iss 3 A cutesy, little adventure with excellent hazard-dodging fun

BARBIE (45%) Iss 21 Pukey plot, over-sensitive collision detection and dull gameplay. Yuck BART SIMPSON'S ESCAPE FROM CAMP DEADLY (92%) Iss 4 Nicely structured gameplay and lashings of challenge. Addictive and

BART VS THE JUGGERNAUTS (45%) Iss 12 This is just too frus trating to be fun. Eat my shorts! **BATMAN (80%) Iss 1** A tricky little platform shoot-'em-up.

Small graphics, but speedy action. SERIES (89%) Iss 24 Superb BATMAN: RETURN OF JOKER (86%) Iss 10 Great graphics and five tough levels. Plenty of scope

BATTLESHIPS (23%) Iss 14 Game Boy version of the pen-andpaper game. Boring and pointless. BATTLETOADS (90%) Iss 11

BATTLETOADS DOUBLE **DRAGON (59%) Iss 33** Big but sadly rather bland. Bette than Double Dragon but not as

it's a reasonably playable cart at a BATTLETOADS IN

RAGNAROK'S WORLD (88%) Iss 24 A very worthy successor to the

BATTLE OF OLYMPUS (90%) Iss 19 Big, co complex and graphically ous. The best RPG on the Boy.

BC KID2 (70%) Iss 38 Playable and well put together, but not different enough to say many other Game Boy platformers. esting, but not that interesting BEST OF THE BEST (38%) Iss 18

ntrollable karate game which doesn't have enough moves BILL AND TED'S EXCELLENT GB ADVENTURE (91%) Iss 3

BLADES OF STEEL (60%) Iss 6 Disappointing version of a great game. Not really suitable for the

Game Boy.

BLUES BROTHERS (74%) Iss 10 A tough platformer with slow graphics and big and varied levels. **BLUES BROTHERS 2 (61%) Iss** 27 Bad brothers more like. Sloppy level design and highly frustrating

BO JACKSON (76%) Iss 22 Decent baseball and US footy sims

Good value BOMB JACK (84%) Iss 12 This may not be sophisticated enough for some tastes, but it's still

OULDER DASH (89%) Iss 3 Superb graphics and lots of tough screens keep this one interesting. **BOXXLE** (69%) Iss 9

Looks easy, but the 108 puzzling levels just get harder and harder BOXXLE 2 (72%) Iss 10 Simple but engrossing. You won't find a more refined puzzlerthan RRAIN RENDER (77%) les 11

A fun and fiendish puzzler with a challenge that will last for ever BUBBLE BOBBLE (68%) Iss 6 Terrifically addictive platform action **BUBBLE GHOST (22%) Iss 8** Blowing a bubble around a house could've been fun Sadly it isn't. BUGS BUNNY (43%) Iss 1

This game has 80 levels, but sadly

BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30

A good one for the younger games player. It's fun, sounds great and is easily picked up

A long-lasting, beautifully structured **BURGER TIME DELUXE (71%)** this is still an addictive, if rather odd,

CASTELIAN (75%) Iss 8 Simple, frustrating and addictive Could annoy rather than enthrall CASTLE QUEST (68%) Iss 26 It's a bit like chess, except there're loads of bizarre pieces and funny

CASTLEVANIA (89%) Iss 1 Lovely animation and detailed backdrops make this a real treat. CASTLEVANIA II (90%) Iss 5 CAESAR'S PALACE (60%) Iss 6

CENTIPEDE (68%) Iss 5 Basic, but tough and addictive. Fun to zap away at now and again. CHASE HQ (50%) Iss 20

None of the five gambling games

Dated and uneventful racer with a **CHOPLIFTER II (80%) Iss 6** Graphics are unimpress involved game with lots of

challenge.
THE CHESSMASTER (90%) Iss 1 Snap this up if you can still find that is – it's the only chess game

CHUCK ROCK (50%) Iss 26 Fairly tedious platformer where you play a fat Neanderthal.

CLIFFHANGER (38%) Iss 25 Highly disappointing and very dodgy COOL WORLD (39%) Iss 19

Like the movie before it, this bizarre platform-puzzler is destined to flop. COOL SPOT (92%) Iss 31

DAEDALIAN OPUS (45%) Iss 5 Challenging, but if you don't like puzzlers, then this won't twiddle

DARKWING DUCK (76%) Iss 18 Nice-looking and fairly varied, but the levels are too few and too easy

DAYS OF THUNDER (73%) Iss 4 Smooth(ish) vector graphics, but sadly it ain't that fast. This is for racing fans only.

DONKEY KONG (92%) Iss 32

One of the very finest platformers ever made. A simple enough idea, DONKEY KONG LAND (93%)

All in all, on reflection, at the end of the day and when all's said done Donkey Kong Land really is the

DOUBLE DRAGON 2 (77%) Iss 4 A bit unoriginal, but this is slick enough to keep fans am DOUBLE DRIBBLE: FIVE ON FIVE (33%) Iss 20 Overly confus basketball sim. Don't bother. DRACULA (80%) Iss 22 A big and challenging game, but the jerky scrolling is off-putting.

DRAGON'S LAIR (79%) Iss 3 Some of the best Game Boy graphics you'll ever see. Hard, but playable. DR FRANKEN (91%) Iss 5

DR FRANKEN 2 (89%) Iss 20 Huge adventure with great graphics. Controls could've been better,

DR MARIO (64%) Iss 1 Even with the inimitable Mario, this ually gets pretty dull **DROPZONE (79%) Iss 15** Loses summat on the Boy, but this is still a pretty stiff challenge for

DUCK TALES (78%) Iss 2

A snazzy, little collect-'em-up with a tough challenge and good control. DUCK TALES 2 (55%) Iss 24 A playable platformer, but it's too easy and too similar to the original DYNABLASTER (93%) Iss 2 An absolute Grade A classic and a bottle of chips and every bit as

EDD THE DUCK (80%) Iss 21 Standard platform game, but a very playable and good-looking one PIRE STRIKES BACK (80%) Is 17 It's not quite as good as Star Wars, but it's still a decent plat

F-1 POLE POSITION (79%) Iss 26 Not a bad racing game, but it's pricey if you want four players. F1 RACE (88%) Iss 1 Loads of courses, four-player link-up and fast graphics make this a corker. F-15 STRIKE EAGLE (78%) Iss 15 Seat-of-the-pants combat, but not enough depth or variety.

FACEBALL 2000 (93%) iss 5 Graphics you could frame and a FELIX THE CAT (49%) Iss 25

An absolutely cack platformer which is a doddle to comp **FERRARI GRAND PRIX**

CHALLENGE (63%) Iss 11 All the usual racing stuff but nothing

THE FIDGETTS (77%) Iss 24 Tough puzzley platformer with nice cute sprites.

FINAL FANTASY 3 (78%) Iss 25 Good, but routine RPG. Not a Zelda

FIREFIGHTER (79%) Iss 21 Original platformer. Dodgy graphics, but the action makes up for it.

THE FLASH (74%) Iss 17 Not much action, but this is still enjoyable and challenging THE FLINTSTONES (53%) Iss 18 This cartoony platformer is very neat, but it's got one flaw – it's far

THE FLINSTONES (60%) Iss 40 With little choice when it comes to platforms, new attempts need to dazzle, to amaze, to enthrall! The Flinstones misses on each co

FOOTBALL INTERNATIONAL (70%) Iss 8 With only one player this average game soon gets dull. FORTIFIED ZONE (68%) Iss 4 With only four short levels this mazey blaster won't entertain you

FORTRESS OF FEAR (84%) Iss 2 A platform collect-'em-up with good play, but no pas GALLERY (1%) Iss 37

I'm baffled. Why on earth would anyone program this, let alone clear it as one official release. Jeez! GARFIELD (45%) Iss 22 puzzler is bland and unimaginative

GARGOYLE'S QUEST (76%) Iss 3 Variety, challenge and good looks. This'll test your brain and reflexes. **GAUNTLET 2 (41%) Iss 3**

A faithful conversion, but it's a bit of a pain on the small screen. GEAR WORKS (65%) Iss 27 A very limited puzzler which is never going to compete with the

GEORGE FOREMAN'S KO **BOXING** (20%) Iss 14

What can we say? Er... How about

GHOSTBUSTERS 2 (85%) Iss 4 Controlling two characters at once makes this slick game a bit different. GOAL (80%) Iss 24

Titchy players and awkward controls spoil this footy sim. GOLF (92%) Iss 1

Everything you could ask for on a golf sim is here, including two-player

GREMLINS 2 (82%) Iss 2 Great graphics and fun gameplay. Tough, but well worth the aggr HAL WRESTLING (28%) Iss 10 A truly crap wrestling game. You **HARMONY (69%) Iss 11**

A tough game, with original and puzzling gameplay. A bit on the hard HIT THE ICE (50%) Iss 13

At first this ice hockey sim see okay, but after a while it gets HOME ALONE (38%) Iss 4

Wander around an empty house bash a burglar every half hour. Dull. HOME ALONE 2 (57%) Iss 16 Slightly better than the Super NES game, but far too easy. HOOK (88%) Iss 6

Fast, smooth graphics and excellent gameplay. Loads of fun. HUDSON HAWK (35%) Iss 10 Looks nice, but the boring gameplay

on't last for more than an hour

HUMANS (60%) Iss 23 Boring and slow Lemmings rip-off. It's big and cute, but don't bother HUNT FOR RED OCTOBER (40%) Iss 5 No variety, no Sean HYPER LODE RUNNER (84%)

Sad graphics, but huge playability ISHIDO (68%) Iss 5

Fun to begin with, but there's not really enough variety here to last **JELLY BOY (90%) Iss 34**

There are absolutely tons of chal-lenges to get through on this tasty platformer and, despite not having the world's best graphics, it's retained all the playability of the

If you're after some raw challenge, then this little monster is sure to keep you going.

JOF 'N' MAC (75%) les 14

JORDAN VS BIRD (71%) Iss 11 This three-in-one basketball sim is mostly fun, but it has a couple of irritating flaws.

JUDGE DREDD (74%) Iss 44 Certainly lacks the graphics of the SNES version and the gameplay suffers in parts as a result. Still

plenty of surprises though.

THE JUNGLE BOOK (90%) Iss 28

JUNGLE STRIKE (87%) Iss 40 A surprisingly fine conversion. military warfare is your bag, then you will find a whole holdall's worth of the stuff in the game. Not

JURASSIC PARK (70%) Iss 23 Smart collect-'em-up which is spoilt by some dreadful touches. KID DRACULA (80%) Iss 18 Cute platformer which, while aimed at a younger market, is still fun for

KID ICARUS (68%) Iss 11 An engaging little platformer, but it's all a bit samey. You'll soon get

KILLER TOMATOES (79%) Iss 9 A rather silly scenario, but, in fact, it's quite a fab game. Big levels and

KING OF DRAGONS (60%) Iss 30 KING OF THE ZOO (87%) Iss 1

Cute-looking bash-'em-up with masses of playability. KIRBY'S DREAMLAND (39%) Iss 12 An original idea which looks pretty, but it's far too easy. Shame.

KIRBY'S PINBALL (92%) Iss 26 The best pinball game on the Boy. KONAMI GOLF (84%) Iss 29

An accurate and highly playable sim KRUSTY'S FUN HOUSE (84%) Iss 13 A well-crafted nuzzler with a mple design and tons of gameplay. KWIRK (78%) Iss 1 This is a fiendishly hard, but incred-

ibly playable puzzler. LAMBORGHINI (85%) Iss 23 Simple and unoriginal, but still

LAST ACTION HERO (59%) Platform beat-'em-up featuring

LAWNMOWER MAN (85%) Iss 25 Enjoyable licence with loads of subgames and amazing 3D graphics. LETHAL WEAPON (41%) Iss 18 A beat-'em-up with poor control and

boring action. More like Water Pistol. LEMMINGS (90%) Iss 14

The graphics are a bit dodgy, but this THE LION KING (70%) Iss 37 tunning to look at but very little fun. A bit like a blancmange with a

dog poo in the middle of i THE LITTLE MERMAID (45%) Iss 17 This swimmy game is too easy and too cute for all but the youngest. LOONY TUNES (80%) Iss 13 Annoying scrolling levels, but bril-

LUCLE (86%) Iss 33

Like all good puzzles games, it's a little frustrating to start with, yet once you're going, it's particularly compelling. Bonkers, mad, barmy!

Give it a go.
MARIO'S PICROSS (80%)

Iss 43 Game Boy perfectly. It lacks real variety, but you can't help going

MCDONALDLAND (66%) Iss 14 Fun for a while, but frustrating in the long run. It's desperately unorig-

MARBLE MADNESS (31%) Iss 4 Graphically great and very playable, but it's too small and too dated. MARIO AND YOSHI (80%) Iss 15 Fantastically simple, but guaranteed to draw you in and not let you go. MAX (57%) Iss 14

A so-so platformer with some nice ideas. The graphics are disappointing,

MS PACMAN (60%) Iss 30 Like Pac-Man, ie, lots of mazes with little variety. Yawn! MEGA MAN 3 (83%) Iss 16

Nothing new, but this challenging blast is still addictive and fun MERCENARY FORCE (54%) Iss 9 Tough and different, but ultimately **METROID 2 (66%) Iss 8** Far too big, empty and bland. There's not enough action, either

MICKEY MOUSE/BUGS BUNNY 2 (80%) Iss 14

Yes, they are the same game. A pretty platformer which is sneakily

MICKEY'S DANGEROUS CHASE (38%) Iss 9 A sad excuse for a platformer. Disney should be sick! MICRO MACHINES (87%) Iss 35

It suffers a tiny bit, but essentially this is a very good conversion of a classic game, with another bonkers multi-player mode.

MILION'S SECRET CASTLE (65%) Iss 34

A cute little playing platformer that's tough in parts, but on the whole unremarkable. Milon's Secret Castle is in no way offensive, at least in no way other than in mediocrity.

MINER 2049ER (25%) Iss 18 Primary-school graphics and prob ably the worst gameplay ever on the

MISSILE COMMAND (49%) Iss 7 Poor controls and lame visua ensures that this falls well short of the target.

MONSTER MAX (90%) Iss 26 Rare have produced a fantastic 3D enture. This is a very special

MORTAL KOMBAT (59%) Iss 21 Let down by animation and control MONSTER TRUCK (21%) les 38 Awkward controls, and dull game play make it one of the smelliest racing games of all time. It would

be funny if it, er, wasn't. MORTAL KOMBAT 2 (92%) las 33

As a Game Boy title Mortal Kombat 2 out-performs anything else that's available. It feels in every way like a fully-fledged arcade experi-ence. It's rather hard to fault to be

MOTOCROSS MANIACS (91%) Iss 6 Fast 'n' furious action

MOUSETRAP HOTEL (47%) Iss 13 Sad, Mickey Mouse platform with poor controls and tedious, repeti-

MR DO (80%) Iss 10 Nigh-perfect conversion of the highly addictive and cerebral

MR NUTS (72%) Iss 38

It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah,

MUHAMMAD ALI BOXING (45%) Iss 27 This good looker is spoilt by shallow gameplay MYSTERIUM (79%) Iss 11

Adventure-cum-maze game with added shooting. This works well MYSTIC QUEST (85%) Iss 27 If you liked Zelda, then you'll love

this fantasy RPG. NAIL 'N' SCALE (32%) Iss 10

A tedious puzzle game which is n oying than challengi NAVY SEALS (79%) Iss 2

Run-along-and-shoot-'em-up with good blasting gameplay. NBA BASKETBALL (35%) Iss 20

Nobby basketball sim that's unlikely to thrill even hardened fans

NBA JAM (89%) Iss 35

This has to be the best Game Boy sports game yet – after the fun we have with the SNES version we pretty much expected it to be. Thorougly playable and addictive NBA Jam is on fire! But THERE'S NO TWO-PLAYER MODE ESIS (92%) Iss 2

If you like classy blasters then add this one to your collection immed ately. Go on, get it now IESIS 2 (93%) Iss 12

NIGEL MANSELL (73%) Iss 23

ome good graphics and gameplay, but too realistic to be any fun. NINTENDO WORLD CUP

(64%) Iss 1 More oddball than foot ball. Looks interesting, but lacks **OTHELLO** (92%) Iss 2

Wipes the dust off the ancient board **OUT TO LUNCH (50%) Iss 25** Dodgy and badly repetitive platfo collect-'em-up

PACMAN (51%) Iss 7 Basic gameplay and fiddly control. Things ain't what they used to be. THE PAGEMASTER (62%)

Another day, another platformer We've seen it all before. You know which are the good ones; buy those

nd make a reviewer happy. PANG (78%) Iss 24 nverted from the coin-op, this has 40 levels and a two-player option. PAPERBOY (77%) Iss 3

This game gets a lot of fans. Dunno why though - it's as dull as the

Sunday Times. PAPERBOY 2 (50%) Iss 10 Virtually identical to the first game

and just as lame.

PARASOL STARS (92)% Iss 11 Don't let the cutesy graphics – this is tough and very, very

PARODIUS (83%) Iss 10 A standard shooter at heart, but it looks fab and is plenty of fun. PGA EUROPEAN TOUR (80%)

Golf is the perfect sport for the Game Boy and this is almost ass good a conversion as we could have

PINBALL FANTASIES (40%) Iss 37

And we thought they'd fluffed up the Super NES version. Pinball Fantaisies is to pinball what Atko is

PINBALL DREAMS (32%) Iss 23 Oh dear. Lousy graphics, lame game play and only three tables. Very sad. PIT FIGHTER (27%) Iss 10

This has a massive five opponents and a grand total of three fighters.

POPEYE 2 (82%) Iss 15 Honest little platformer with no frills, but fast graphics and good

gameplay POPULOUS (70%) Iss 19 A good attempt, but too awkward and too complex for the Boy. POP-UP (61%) Iss 14

Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own

POWERPAWS (34%) Iss 20 An unoriginal and easy puzzle game with lots of tedious block-

POWER RANGERS (5%) Iss 35 Wibble, wibble, fibble, brrgrmnph! AAAARGGH! No, no, please make

the nasty thing go away, it's hurting my head.

PRINCE OF PERSIA (83%) Iss 8 A bit superficial, but well-designed, nice-looking and great fun to play
PRINCE VALIANT (71%) Iss 14 An absorbing and playable bash-'en up. Best head-to-head available.

PROBOTECTOR (92%) Iss 8 Would-be Arnies won't find a better PROBOTECTOR II (90%) Iss 34 you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at,

PROPHECY (51%) les 11

SKATE OR DIE (76%) Iss 2

inal to be rather good.

Big and varied platform game, but it's much too tough and the action's

THE PUNISHER (49%) Iss 14 Similar to Operation Wolf, but too repetitive and too annoying. Q*BERT (80%) Iss 7

Just another platform-puzzler, but the gameplay is timeless and addictive.

QIX (81%) Iss 3

Guide a ship around, filling the screen as you go. Weird, but it's worth a look

QUARTERBACK CLUB (46%) Iss 27

Four very weak events combine in this basic Track And Field type game RAGING FIGHTER (52%) Iss 20 Beat-'em-up with big sprites, but dull action. There aren't enough moves,

RACE DRIVIN' (88%) Iss 19 Forget the dire SNES version - this is of the best GB racers ever RADAR MISSION (53%) Iss 3 This is just like that old pen-and paper war game, Battleships, Hmm RAGE DAYS (78%) Iss 34 Two rather different and playable games for the price of one can't be bad, especially as the Four Wheel Drive game looks and plays extremely well-even if it's not

RAMPARTS (59%) Iss 22 Weird puzzler-cum-war game which gets impossible after a while.

THE REAL GHOSTBUSTERS (31%) Iss 31 Huge but unimagina tive, repetitive outdated platform nonsense. Dull. Avoid it.

THE REN AND STIMPY SHOW (30%) Iss 19 You'd have to be really pid to buy this. We're warning you! THE RESCUE OF PRINCESS BLOBETTE (55%) Iss 2 As dull and aimless as the NES

rsion. Don't bothe REVENGE OF THE 'GATOR (85%) Iss 1 Pinball sim with fab arcade features. Get hold of it! ROAD RASH (29%) Iss 22 Basic race game with badly design raphics and clumsy cont

ROBOCOD (60%) Iss 19 Better than both the SNES and Game Boy versions, but still lacks content. **ROBOCOP** (74%) Iss 1

Entertaining and challenging enough, but too slow to be brilliant. ROBOCOP 2 (86%) Iss 10 Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBOCOP VERSUS TERMINATOR (56%) Iss 39

This potential smash of a license turns out to be not only very average but a tragic wasre of a half

ROBIN HOOD (74%) Iss 15 Great graphics and lots of slashy bits, but if you don't like RPGs, forget it. RODLAND (90%) Iss 19 mple design but fun and

R-TYPE (86%) Iss 1

A classic shoot-'em-up with great graphics and plenty of frantic

R-TYPE II (68%) Iss 14 Technically better then its prede cessor, but it falls down because of

SENSIBLE SOCCER (70%) Iss 25 A tricky game to do on the Game Boy. A brave attempt, with a good two-

SIDE POCKET (59%) Iss 1 players but its rather disappointing

ciently different to the NES orig-SNEAKY SNAKES (58%) Iss 4

Rattle 'N' Roll, but it's only 2D and a SNOOPY'S MAGIC SHOW (71%)

Iss 6 This is great on the move, but it's a bit too easy.

SOCCER (87%) Iss 35

Game Boy Soccer looks and plays very well. It took a while to get here

but it was definetly worth the wait. SOCCER MANIA (13%) Iss 11

A very sad soccer sim, with appalling control and indistinguishable players SOLAR STRIKER (72%) Iss 1 A playable top-to-bottom shooter, but let down by crude visuals.

SOLITAIRE FUNPAK (65%) lss 43 12 games for £22 seems like a good

deal but a pack of cards only costs about 50p. This one's only for the card freak.

SOLOMON'S CLUB (93%) Iss 7 ing puzzle g brainboxes and arcade fans alike

THE SMURFS (82%) Iss 34 Disappointingly short, but it's diffi cult enough, and frankly, the curiously rivetting gameplay makes up for any downsides. Whether you like the Smurfs or not, there's no denying this game's got that magic

SPACE INVADERS (12%) Iss 37 Fun for five minutes. But then the novelty wears off and you feel a bit embarassed about wasting your time and money

SPEEDBALL 2 (51%) Iss 16 A poor version of the classic game It's too slow and the targets are

SPEEDY GONZALES (72%) Iss 22 A decent game with lots of nice touches. It's not particularly challenging, though

SPIDER-MAN II (69%) Iss 9 A playable little platformer, but not SPIDER-MAN III (70%) Iss 19 Dull, unoriginal platform-blaster which plays like a bag of pebbles. SPIDER-MAN X-MEN (48%) Iss 27

A masterpiece of annoying ga play and irritating quirks. SPLITZ (83%) Iss 20

Bored with Tetris? Then get this. It's the most addictive puzzler to come along for some time

SPOT: THE COOL ADVENTURE (66%) Iss 18 Very average McDonaldland-style game. STARGATE (85%) Iss 38

The Game boy needed another decent puzzler and Stargate fits the bill with ease. Expand your brain and solve the mystery of the

pyramids STARHAWK (65%) Iss 19 The same blasting formula as Nen but with nowhere near the same

STAR SAVER (34%) Iss 7

A tedious game with weedy visuals and formulaic gameplay. STAR TREK (57%) Iss 10 This has loads of levels and nice graphics, but the gameplay's lame TION (25%) Iss 29

STAR WARS (80%) Iss 12 This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) Iss 7 Brilliantly animated platfo dreamy gameplay and loads of

SUPER KICK OFF (77%) Iss 6 Quite simply the best footy game available for the Game Boy. SWAMP THING (21%) Iss 14 excuse for a platformer, despite SUPER MARIO LAND (94%) Iss 1

cracking play, with all the class o

SUPER MARIO LAND 2 (70%) Iss 12 This has all the usual Mario stuff, but it's not really up to scratch. SUPER OFF ROAD (16%) Iss 13 Even weaker than the SNES game Slow, uncontrollable and frustrating SUPER RC PRO-AM (87%) Iss 1 Great fun for four players but gets tiresome if you're on your own TAIL 'GATOR (86%) Iss 11 A brilliant little arcade platforme The levels are varied and it looks are

TALE SPIN (63%) Iss 18 Shoot-'em-up featuring Baloo the bear. Fun for a while but gets

TARZAN (57%) Iss 37 It's such familiar, standard stuff, it makes you wonder whether someone's invented a DIY Platform kit.

TAZ-MANIA (55%) Iss 24 A load of old tat. It's virtually identical to Edd The Duck, but not as quite as good.

TECMO ROWL (62%) les 22 Good-looking American footy sim which is too haphazard to be fab. TENNIS (90%) Iss 1

T2: THE ARCADE GAME (71%) Iss 13

If you can ignore the samevness you'll love the action-packed mayhem here

TERMINATOR 2 (80%) Iss 3 A neat game with spiffy graphics and all the best bits from the film. TESSERAE (80%) Iss 24 Fiendish Othello-style puzzler. Three levels and nine different boards

TETRIS 2 (92%) iss 30

TINY TOONS (89%) Iss 9 A very playable platformer with ne of the cutest graphics ever. TINY TOONS 2 (86%) Iss 26 The early stages are really naff, but the later ones more than make up

TIP OFF (78%) Iss 13 This is an unoriginal basketball sim, but it does the job. TITUS THE FOX (71%) Iss 16

An average platformer, but the two-TOM AND JERRY (65%) Iss 24 Tragic waste of a licence. To

Jerry actually co-operate! TOP GUN (60%) Iss 15 Easy to learn, with loads of missions.

TOTAL CARNAGE (61%) Iss 24 Even more disappointing than the Super NES conversion. TOP RANKING TENNIS (92%)

iss 21 Not as jolly as Goy Boy Tennis, but it TRACK AND FIELD (64%) Iss 20

Decent version of the classic

athletics sim, but only for buttonbashing fans. TRACK MEET (64%) Iss 9 Well-designed athletics sim which has nothing new to offer, but is still

TRAX (32%) Iss 10 A dire, little blaster with almost no action, Sad.

TRUE LIES (79%) Iss 44 Good use of a film license but still not really special. A solid blast which is worth a look, especially for fans of the film and genre TUMBLEPOP (30%) Iss 20 Dull platformer with a dodgy story line. Get Rodland instead.

TURN AND BURN (80%) Iss 15 A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN (79%) Iss 5 Massive and very challenging blaster Almost as slick as the NES version. TURTLES: FALL OF THE FOOT CLAN (91%) Iss 1

TURTLES 2 (84%) Iss 6 A fine seguel to the first game, with more variety and a tough TURTLES 3 (78%) Iss 25

Smart scrolling beat-'em-up. Big and bee-yoo-tiful. ULTIMA (84%) Iss 12

It's a bit too easy to die, but this is a huge role-player which you'll want

WARIO BLAST (91%) Iss 39 A relatively good game on your own. With multiple players tho Wario Blast is almost certainly the most explosively exciting Game Boy title available Hurrahl

WARIO LAND (92%) Iss 28 Super Mario Land 3, just as good as the rest of the series. A smash

WAVE RACE (70%) Iss 16 Not the best racer ever, but the addition of water makes it interesti WINTER OLYMPICS (45%) Iss 28 Seven dodgy games add up to on very dodgy game. A real snow-

WORDTRIS (44%) Iss 16 A wordy, but poor imitation of Tetris. A bit dull.

WORLD CIRCUIT SERIES (75%) Iss 9 A good, playable racing sim The F1 tracks are fiendishly hard. WORLD CUP STRIKER (87%) Iss 30

Exciting matches with plenty of goals, but it's a tad too fast. WWF RAW (54%) Iss 37 Average ,dull and bland. Not much better than previous Game Boy WWF games, and surely the WWF hype's all washed up by now?

WWF SUPERSTARS (49%) Iss 4 Beautiful graphics and heaps of neat moves, but it's far too easy

WWF SUPERSTARS II (44%) Iss 11 This has nothing new and is ridiculously uncontrollable.

XENON 2 (69%) Iss 13 A polished conversion of a cl shooter. It's looking a touch dated

YOGI BEAR (70%) Iss 33 Not bad at all, but not particularly exciting or original either. There's nothing outstanding here. He often can a good character lift an YOSHI'S COOKIE (73%) Iss 23

Quite fun to play for an hour or so, but it's just another puzzle game. ZELDA IV (97%) Iss 23

ZEN: INTERGALACTIC NINJA (63%) Iss 19 A horizontally-scrol beat 'em up with nice graphics and okavish sounds. Ho hu

ZOOL (60%) Iss 24 A lame Amiga-esque platformer which is simply not good enough for the Nintendo



Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

• I have a classic Amstrad CPC464 games machine with roughly 30 games including titles like Chase HQ, Batman and many more. The graphics of this computer are a little primitive but offer classic game play. The whole bundle will include monitor, keyboard, joystick and roughly 30 games all for £40.

Tel: (01372) 456956

 UK SNES games for sale. Super Bomberman £20, SF £15, Striker £20 and Mario All Stars £20.

Tel: (01689) 874241, ask for Lee.

Action Replay for sale £20 ono.
 Must go. Boxed with instructions.
 Ask for James.

Tel: (01344) 23139

 Nintendo mags – NMS, CVG and TOTAL! – large selection £1 each.

Contact: Stephen, 149 Wynyard, Chester-Le-Street, Co Durham DH2 2TJ.

 SNES games for sale! Super Bomberman – £20, Alien 3 £20, Zelda 3 £18. Fully boxed with instructions. Also SFII, no box £4.
 Tel: (0181) 472 3270

 Magazines: Mean Machines 1-24, NMS 1-12, Super Play 1-7, Control 1-9, GB Action 1-17 and many others including Sega and American. Any offers considered.

Tel: (01494) 431697

 TOTAL! issues 1-4 plus special £40. No offers

Tel: (0121) 708 0278

• Got Tetris? Get the Tetris Tips Book. Packed full of info and tips. Ideal for anyone who plays the game. Suitable for Tetris on all formats. Send cheques/postal order for £2.50.

Contact: Tetris Tips, PO Box 86, Stockport SK5 6TG.

 Calling all collectors of mags and posters. I have rare mags not available on back issue. Valued at over £300 plus! All formats counted for (even Managa posters and vids) from 50p! Offers welcomed. Phone now to avoid disappointment. Ask for Joe.

Tel: (0181) 462 6838

• I will sell *Vegas Stakes* for £25 with box and instructions gc. Phone after 6pm

Tel: (01479) 831493

• UK SNES for £50, US SNES games: Secret Of Mana, Mega Man X, Star Wars, Empire Strikes Back, Cybernator, Legends Of The Ring. £15-20 each.

Tel: (0181) 384 8690

 For sale: SNES, seven games, two controllers, many magazines all in good condition and boxed.
 All games got over 90% – £135.

Tel: (01753) 866980

• Game Boy for sale with nine games including Mario Land Alien 3, Dr Franken, Prince Of Persia – £185 ono. NES for sale with 10 games inc Elite and Solstice, Python 2 joystick and Game Genie. Also TOTAL! issues 1-36. £252 ono.

Tel: (01283) 762168

 For sale! Sega Emulator for the PC computer £400 includes postage. Phone Matthew.

Tel: (0181) 524 4326

SNES games: F-Zero £30,
 Starwing £30, Exhaust Heat £30,
 Mario World £30.

Tel: (01367) 22921

Magazines for sale: Amiga Format 21-27; Amiga Power 3-9; Amiga Shopper 2-10 (excl 6); Amiga Action 12-17 (excl 16); Game Zone 2-6. All with disks where applicable and extra disks. £60 ono; or swap for Edge 1-12 in mint condition

Tel: (01296) 393220

 SNES for sale, four games and two joypads. All for £100.

Tel: (01635) 865846

• Game Boy at £15. Game Boy games for £11: Mortal Kombat, Super Mario Land 1 and 2, Zelda, Golf and Duck Tails. Many other games. Phone Paul.

Tel: (01733) 897393

 Amiga CD-32 14 CDs including Cannon Fodder and UFO. All boxed as new. Offers please.

Tel: (02196) 661063

 For sale: SNES games – Krusty's Super Fun House £15, Super Wrestle Mania £15, Super R-Type £15, Turtles In Time £20. All boxed with instructions.

Tel: (01628) 526406

 NES – with 23 games, three controllers, light gun, joystick, game genie, full instructions and boxed, excellent condition. Phone after 6pm – £150.

Tel: (01224) 820571

 SNES, two joypads, 14 games, Donkey Kong Country, Street Racer, Strunt Racer FX and many more, £200.

Tel: (01378) 523 324

 SNES games, Nigel Mansell's, Aladdin, Super Smash TV boxed, £10 each.

Tel: (0181) 556 5131

• For sale: three SNES joypads, Contra 3, Super Mario All Stars SFII Turbo, Mortal Kombat £50 the lot. Plus NES and Game Boy Gear. Phone Key.

Tel: (01920) 877341

• SNES games: Super Metroid and player's guide £30, Smash TV £15, Super Tennis £15, Mario World £10, DKC £30, WC Striker £15, Pilotwings £15. All for £110. Tel: (01235) 763733

 GB Games: Empire Strikes Back £15, Nemesis £7, T2 (no instructions) £7, Zelda £15, Handy Boy £20, Motocross £10. All for £60.

Tel: (01235) 763733

 NBA Jam TE – £45, DKC – £35, MKII –£25 or all for £100 and I'll give you Waynes' World 2 and Jurassic Park free.

Tel: (0181) 459 7981

 NES, two controllers, a light gun, games case and 16 games inc SMB 1, 2, and 3, Dizzy, Micro Machines.
 Most boxed, all with instructions £100 only.
 Phone 7pm – 9pm:

Tel: (01925) 53163

 NES hardly ever used. Five games, two control pads, Robot Gyro and gun worth – £135. Will sell for £45.

Tel: (01889) 562896

 Game Boy with five games, carry case, battery pack, headphones and two-player lead. £45 ono.

Tel: (01457) 875354

 Hi! I've got eight game boy games to sell including, Yoshi £5, Duck Tails £10, Ninja Turtles £5 and more!

Tel: (0131) 332 2405

• Games for sale! Pop 'n'
Twinbee £18, Pop 'n'
Twinbee Rainbow Bell £18
Populous £15, Paperboy
£10, Mario's Time Machine
(US) £13. All boxed with
instructions.

Tel: (01245) 263728

 For sale, Game Boy and 11 games, battery pack? AC adaptor, Nuby carry case, all leads etc, cheat book, instructions, good condition £200 ono.

Tel: (01892) 538929

TOTAL! issues 5-42 for £30 and cheat books £1.50 each. Also Alien 3, UK, unboxed £15. Mags mostly in vgc. Ask for Andy.

Tel: (01525) 372942

 SNES, 13 games (boxed with instructions, three joypads, one joystick carry case, loads of old TOTAL! mags. Excellent condition. Quick sale £150 ono the lot.

Tel: (01827) 283857

• NES, four games (inc SMB1, SMB3) zapper, two joypads. £50.

Tel: (0191) 876 8327

• Tiny Toons – £20, SFII Turbo – £23, Bomberman – £20, WWF Royal Rumble – £20. All boxed with instructions. All UK.

Tel: (0181) 769 4742

Donkey Kong Country £27,
 NHLPA '93 £10 (both UK) SNES.
 Kirby's Dreaml and £12, Zelda and
 Mario 2 £14 each. All GB.

Tel: (01829) 733420

Magazines: Super XS iss 3-6,
 Super Games iss 1, 3, 5, 6, 10, 15,
 GamesMaster iss 1-4, 14, 15, 16 £2
 each or £25 for all.

Tel: (0181) 876 8327

Super Play iss 6, 11, 15, 18, 32,NMS iss 18, 20, 21, 30, 32, 33 £2

each or £20 for all.

Tel: (0181) 0876 8327

 SNES games for sale, Parodius £20, Zombies £23, Wing Commander £25, Zelda III £30.

Tel: (01296) 714100

 Super NES and nine good games for sale (all for £180) or separate; games £20-25 each, console £50. Also issues 1 and 3 of TOTAL! for £15.

Tel: (01727) 839717

SNES games – Illision Of Gaia
 (US) – £25, Lion King – £25, Secret
 Of Mana – £25, Super Metroid
 £25, Zelda £15, Cool Spot £12,
 Zool £12, Bubsy £12, Lost
 Vikings £12.

Tel: (01923) 787598

• TOTAL! iss 6, 9-14, 16, 22, 23 25-30, 33, 37-40, Special '93 and NMS 2, 4, 5, 7, 9, 11, 13, 15, 16, 19 and Game Zone 13, 14,18 and N Force 1, 3, 5, 6, 8, 10, 12, 15 and GamesMaster 1, 2, 4, 14, 18 and Bad Influence iss 1 and Games World iss 1, 4 and much more. £100 one.

Tel: (0181) 715 0524

 Commodore 64 with 10 games, keyboard, joystick, tape deck. £35.

Tel: (0181) 876 8327

 SNES for sale, 8 games tow joypads, mouse, Action Replay – £200. (Worth £550) Will split.

Tel: (0181) 8768 3227

Boxed SNES, excellent condition, hardly used. Two controllers, four games including Donkey
 Kong Country – a bargin at £120.
 Ask for James after 4pm.

Tel: (01530) 222297

 SNES for sale, three pads plus 18 games including DKC, Earthworm Jim and MKII boxed as new, £360.

Tel: (0279) 420608

 GB games including Mortal Kombat and Super Hunchback,
 NES and two joypads, NES advantage, two infra-red joypads, light gun, Mario and Duck Hunt
 American/UK £75. GB games £8-15 all with instructions, NES games £5-15 including Mario 3 and Golf. Phone between 3-7pm.

Tel: (01784) 246192

SNES games – Jurassic Park,
 Powermonger, Cool Spot (All UK)
 and Axelay, UN Squadron (both
 Jap) very cheap. Ask for Charlie.
 Tel: (01737) 844738

• Star Wars, Ghouls and Ghosts,

Mortal Kombat –£15 each. Boxed with instructions. All for £40.

Tel: (01753) 883592

 SNES games, also Game Boy and Game Gear. Ask for Robin Tel: (01285) 851336

UK SNES for sale, three

controllers, Multitap, six games: including NBA Jam, Mortal Kombat II, Street Racer etc. Worth £400 plus. Will sell for £170 ono. All boxed and less than a year old. Tel: (01233) 247281

• For sale – My lovely collection of TOTAL! Issues 12-42. £50 ono.

Emergency sale, somebody please buy them!

Tel: (012357) 22488

 SNES games for sale: Scope £25, SFII £20, Mario All Stars £20, GB games £8 – FI Race, Zelda and Hudson Hawk

Tel: (01706) 869328

Wanted

 Stunt Race FX and MKII for the SNES, Doom for the PC, adaptor for US games for the SNES. Call after 5pm.

Tel: (01462) 730423

 Wanted badly, box for Another World and Lemmings. Pay £3 for either one, £7 for both.

Tel: (01723) 369206

 SNES game wanted: Turtles In Time (UK) or will swap my Rival Turf (UK) for your Turtles In Time.
 Ask for Paul.

Tel: (01648) 31223

 Wanted urgently: any issues of Ice Age magazine or any other ice skating magazine. New or old.

Tel: (01902) 726913

 GB games, King Of The 200 and Revenge Of The Gator, boxed with instructions. Willing to pay £12 each. £20 for both. Call Matt after 4pm.

Tel: (01708) 741532

Urgently wanted: Torvill and

Dean tour programmes, books, anything really. Must be good condition.

Tel: (01902) 726913

Messages

- A big Yo! going out to Matt Dallas, Martin McVay, Kev, Wayne the phone-card, Graham T and you! From George, yes?
- Hello to David Randall, Justin Ford, Daniel Pease and Sam Whitby. From Jamie Ricketts.
 Hi to Chreees, Alex M, Alex L, Farris, Ed E, Ed G, Paddy K, and Joe and Carmen. Guy, Harry and Toby are goggies.

Pen-Pals

- Hi! I'm looking for a female pen-pal aged 11-13 who likes motorbikes. Photo if poss. Bye.
 Contact: Toby Edmunds, 8
 Gorselands, Newbury, Berks
 RG14 6PX.
- Hi! I'm 13, male and want female pen-pals aged 13-16 from London. I'll reply to everyone.
 Photo if possible.

Contact: Steven Teale, 41 Marvell Ave, Hayes, Middlesex, London UB4 0QS.

 I'm looking for a female penpal from France, Germany or Holland aged 15 plus. Photo if possible.

Contact: Phil Long, 12 Kendall Court, 21 Manor Road, Sidcup, Kent DA15 7JD.

 Hi! I'm George (lacon). I'd like a m/f pen-pal 13 plus. I'd like the Pepsi Chart Show, martial arts, Quasar, SNES and *Transformers*. I'm a 16-year-old girl. Write soon! Contact: George Morgan, 30 West View Road, Keynsham, Bristol, Avon BS18 1BG.

 Hi, I'm looking for a female between 12 and 15 who likes heavy metal. Picture needed. Will reply to all.

Contact: Daniel Thompson, 18 Rennie Close, High Wycombe, Bucks HP13 5TB.

 Hi I'm a 17-year-old male looking for a female pen-pal between 14-18. Photo impossible, all replies will be answered.
 Contact: Daniel Millington, 68 Harwood Close, Arnold, Nottingham NG5 8AB.

Swaps

• I will swap my Star Wars, Skyblazer, Plok, or Mario All Stars or Lethal Enforcers. Maybe two for one. Ask for Chris.

Tel: (01443) 229848

Super Play Action Football (US) and The Simpsons Bart's
 Nightmare (US), still boxed.
 Exchange for Mario All Stars.
 Tel: (01909) 568876

 I will swap Joe and Mac (SNES) for any game scoring over 80%.
 Call after 4pm and ask for Michael.

Tel: (01787)277 537

 Swap Addams Family Values Scavenger Hunt with box but no instruction booklet for Pitfall on the SNES.

Contact: A Beach, 11 Kevan House, Wyndham Road, Camberwell SE5 OLP.

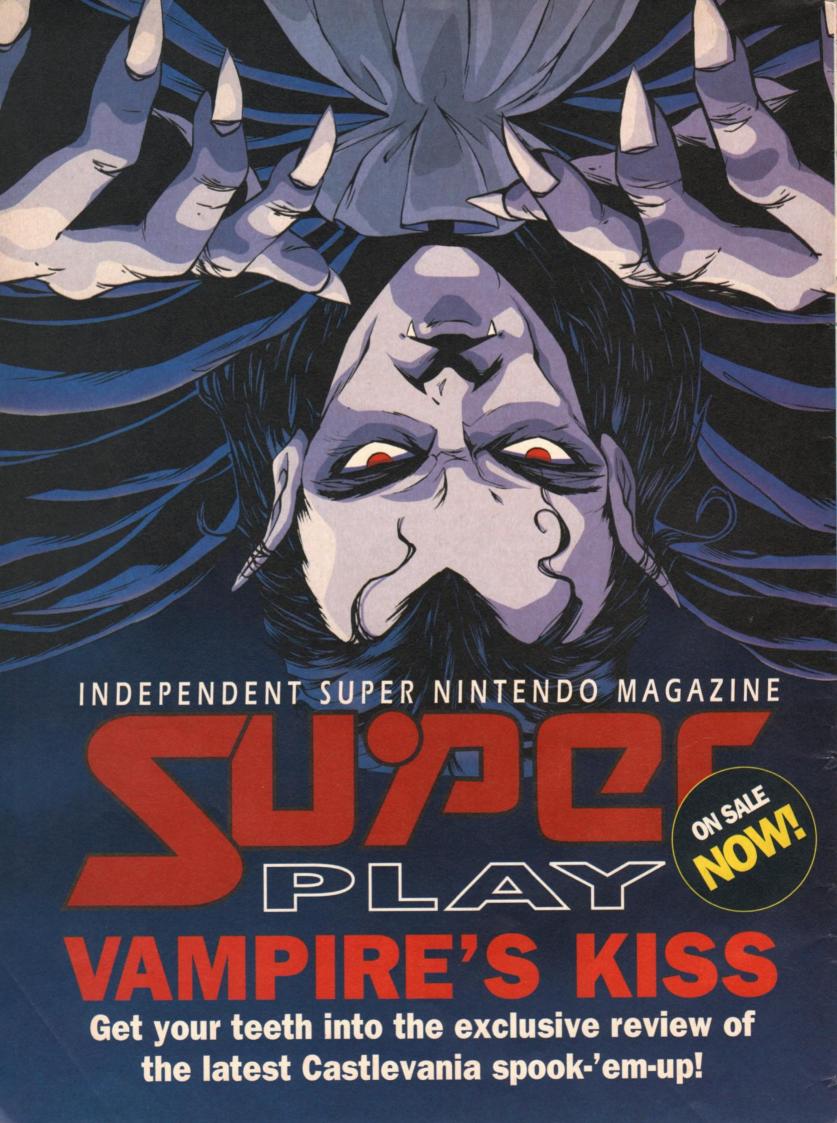
Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

I'm a reader and I want to say...

(Don't worry, dear readers – we won't print your address – unless you're	Tick if you're a subscriber
placing an ad for pen-pals.)	Tick if you want a boxed ad Write your message in here
Name	Remember to use BLOCK CAPITALS
Address	
	•••••
Postcode	
Tel	
Parental signature (Get your parent to sign if you're under 16)	
	Classification

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen-pals and Messages). No trade ads.



Right this is a test paper from the TOTAL! Examination Board. You are allowed no more than 34 days to complete it (Entries must reach us by Tuesday 12 September). There shall be no talking, no conferring and no writing the answers on the inside of your pencil case. No stupid lucky teddy bears are allowed on desks. Once paper completed they must be returned to The TOTAL! allowed on desks. Once papers are Examination Board, TOTAL!, 30 Monmouth Street, Batt Avon BA1 2BW. If you achieve full marks and your nam drawn out of the proverbial hat, you will receive our o Pile of Cack. You may now begin...

1 Name these three games:



2 Which game was awarded the top mark ever by TOTAL! and how much did it receive?

3 In which new cowboy platform shoot-'emup can you use either the joypad, scope or

4 From what game is the main image on the cover of issue 36?

- (a) Killer Instinct
- (b) Cannon Fodder
- (c) Mortal Kombat 3

5 Which game came seventh in the TOTAL! Top 100 SNES games pullout in issue 43?

- (a) Sensible Soccer
- (b) International Superstar Soccer
- (c) FIFA Soccer

6 What were the importance of these years for Nintendo?

(a) 1985, (b) 1989 and (c) 1992

Rob's briefs replaced what other piece of clothing?

8 Mystical Ninja, Pop and Twinbee and Cybernator are all games from which software

- (a) Hudson Soft
- (b) Komami
- (c) Acclain

Which game did TOTAL! describe as the 'bloodiest ever' in Issue 37?

- annon Fodder
- (b) Mortal Kombat 2
- (c) FX Fighter

Which Game boy game was awarded only 1% in TOTAL!?

game boy Gallacy

11 What is Atko's real name?

- 12 Which recent Game Boy game involves you chiselling away tiles to make pictures

What score was Justice League given in 44 ?

- (a) 78%
- (c) 58%

14 Anagrams for SNES games coming soon: BUMS A VOTE M' LARGE PAIR TILER SIN LICK

15 Game Boy anagrams: **CROSS RIO'S MAP** DONALD KEY GONK

16 Match the end of game bosses with their

- 1. EYEDOL
- (A) ZELDA 4
- 2. KING K'ROOL
- 3. GANNON
- 4. SHAO KAHN
- 5. JAFAR
- (B) MORTAL KOMBAT 2
 (C) KILLER INSTINCT
 (D) ALADDIN
 (E) DONKEY KONG
 COUNTRY

17 In Issue 42, who were separated at birth?

18 Fill in the missing letters

clue: 'They think it's all over. It is now!

u_g_D_e_d clue: 'I am the law.

t_e_t_a_e_ clue: rival to Mario Kart.

Tinstar

Super Metroid

Stunt Race FX

Smash Tennis >

Which game is not by Konami?
Castlevania 4
The Adventures Of Batman And Robin
Alien 3

Turtles Tournament Fighters

We've had a tidy up this month and come up with the official Pile Of TOTAL! Cack. A few SNES games, a couple of Game Boy Titles, a T-shirt, some fridge magnets, a half eaten apple pie that fat Frank left behind, £1.23 in loose change, a Star Trek phaser thing, a piece of wood that looks like a sharks fin and a picture of Superman. We'll box it up and send it to the 'lucky' winner of our TOTAL! Exam. So clear a space on your mantel piece, in a cupboard and frankly in your pedal bin - the Pile of Cack could be yours.



WIN FREE ISSUES OF COLLL. Just like Atke's bair it's bad but it's A cree 200

Just like Atko's hair, it's big, it's bad but it's beautiful – in it's own very special little way. I refer of course to the all-new TOTAL! crossword.

e get so many cocky letters from you SNES lovers we thought it might be worth testing your knowledge to see if all of you really are the game-heads that you say. This month we break you in gently with a simple one, but be warned this page is going to get dangerous. For the winner, though, there will be the chance to make sure you know everything ever about the SNES and Game Boy with the chance to win every

single copy of TOTAL! starting with issue one. Plus you get a free subscription to the mag from now on. Simply fill in the crossword, tear out the page and send in the page to be entered in the draw. Don't worry if you've entered the quiz on the reverse side, you'll be entered in both. All entries to: The TOTAL! Crossword, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.

Across

- 1 Racing game from Elite that Atko thought was toilet (4,5,2)
- **7** The kind of chase that Kid Klown was in (5)
- 8 Arnie film that has been converted into a top-down shooter. Honest (4,4)
- Sink or _____ . See also 19 down (4)
- **10** The type of Instinct that we're gagging to play on the SNES **(6)**
- 11 Opening screen that's used to set up a game (6)
- 13 8, 16, 32 and soon 64 (3)

6

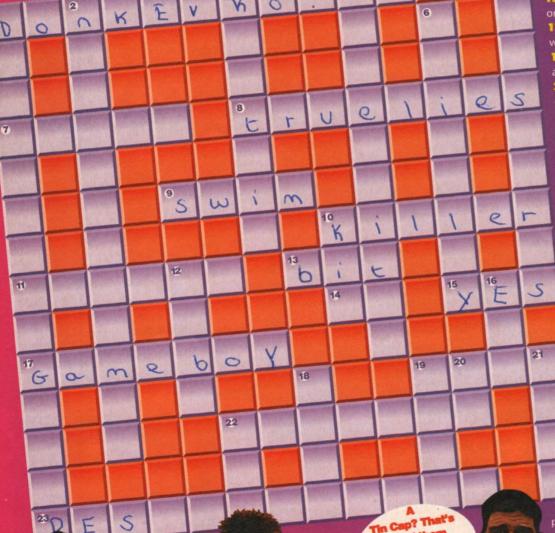
- **14** The make of comics responsible for Batman and Superman (**1,1**)
- **15** Has Atko got very strange hair or what? (3)
- 17 The most popular hand held in the world (4,3)
- 19 This type of Pocket is the title of a brilliant Pool game on the SNES (4)
- 22 The first Dave Perry/Walt Disney collaboration was a work of Genie-ous (7)
- 23 The predecessor to Jungle Strike and Urban Strike (6,6)

Down

- 1 Voted game of the year last year (6,4,4)
- 2 Game created from American cartoon involving a Chihuahua and a thick cat. Full of happy, happy, joy, joy (3,3,6)
- **3** A tin cap? Super hero seemingly in charge of America (**7**)
- **4** US Gold's bonkers footy game that is harder than Cantona (**5,5**)
- **5** Little blue Dutch people that Father Abrahams used to look after, starred in their own platform game (**3,6**)
- 6 On its own as one of the fastest, most exciting race games we've seen this year. So on yer bike! (8)
- 10 That Krazy Klown again (3)
- 12 Balls to you mate! (4)
- 16 ____ -of-level bosses. The wors kind of platform enemy (3)
- 18 Shove this in yer SNES and

play it! (4)

- or Swim. See also 9 across (4)
- 20 Pac __ Time. Surprisingly jolly platform game (2)
- 21 What Pac Man does most of the time (4)
- 22 The type of Editor that Johnny is (3)



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of Editor Johnny

mm, that'll be

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PLUS! Mask, Bomberman 3, Earthworm Jim 2, Vampire's Kiss, Batman Forever, Demolition Man, Deep Space 9, and loads more reviewed. Then there's Donkey Kong Country 2, more on International Superstar Soccer Deluxe, not forgetting Total Football, Yoshi's Island and Urban Strike... And they say the SNES is dying. We think not.

ON SALE - TUESDAY, 12 SEPTEMBER

